

RESIDENT EVIL™

THE OFFICIAL STRATEGY GUIDE



CAPCOM®



FEAR HAS A NEW FACE.



ENTER THE WORLD OF SURVIVAL HORROR!

Welcome, you incredibly attractive reader, you—hey, a little sucking up never hurts—to the Resident Evil Strategy Guide, the only official guide to the coolest PlayStation action/adventure game on the planet Earth. Unlike those hilariously inaccurate guides you might have read in certain video game magazines, the Resident Evil Strategy Guide is 100% gay-roan-teeed (as they say in Cajun country) to give you the straight dope on any and every aspect of the game. Whether you're a complete beginner or a jaded veteran, the Resident Evil Strategy Guide will stuff your brain cells with useful information. The Resident Evil Strategy Guide is divided into eight chapters filled with hints, tips, maps, screen shots, and the occasional bad joke.

TABLE OF CONTENTS

PAGES
5-9

THE MAPS: This chapter has complete maps of the various locations in Resident Evil: the Mansion, the Courtyard, the Guardhouse, and the Laboratory. These are very helpful navigation tools—plus they look kinda cool.

PAGES
10-11

THE BASIC STRATEGIES: This chapter gets you started and gives you valuable tips to use throughout the game. If you've played a lot of video games before, you probably know most of the information in this chapter, but if you're a beginner, this is essential reading.

PAGES
12-15

THE ITEMS: This chapter is a list that explains where to get all of the game's items, HOW to get them, and what to do with them. If you've found an item and aren't sure what it's for, consult this chapter and be confused no more.

PAGES
16-79

JILL: THE WALKTHROUGH: This chapter takes you gently by the hand and guides you through Resident Evil from start to finish, using the lovely-but-deadly Jill Valentine, while presenting you with pictures and maps of every location.

PAGES
80-142

CHRIS: THE WALKTHROUGH: This chapter grabs you by the scruff of the neck and drags you through Resident Evil using the tough-as-nails Chris Redfield, while also presenting you with pictures (in glorious Technicolor) and maps of every location.

PAGES
144-145

THE ALTERNATE PATHS: This chapter explains the different paths and endings in Resident Evil: the good ones, the bad ones, and the goofy ones.

PAGES

146-147

THE SECRETS: This chapter spills the beans on the biggest secrets of Resident Evil: what to do with the Special Key, and how you can score the infinite usage of the game's most powerful—ah, but that would be spoiling it. (I'm such a tease.)

RESIDENT EVIL

THE OFFICIAL STRATEGY GUIDE

AUTHOR: ZACH MESTON PUBLISHER: DAVID JON WINDING ASSOCIATE PUBLISHER: GREG OFF PRODUCTION DIRECTOR: TIM LINDQUIST

A SPECIAL THANKS TO THE FOLKS AT CAPCOM ENTERTAINMENT, INC.

DON FRIEDMAN, CHRIS KRAMER, VALERIE ALVAREZ, MELINDA MONGELLUZZO, LISA BENSON AND SIMONE SEYDOUX.

Entire contents copyright ©1996 Dimension Publishing, Inc. All rights reserved. Reproduction in whole or in part without the express written permission of the publisher is prohibited. Dimension Publishing, Inc. and the authors have made every effort to determine that the information contained in this book is accurate. However, Dimension Publishing makes no representation or warranties with respect to the accuracy or completeness of the contents.
© CAPCOM CO., LTD. 1996 © CAPCOM U.S.A., INC. 1996. ALL RIGHTS RESERVED. RESIDENT EVIL is a trademark of CAPCOM CO., LTD. CAPCOM is a registered trademark of CAPCOM CO., LTD. PlayStation, the PlayStation logo and the PS logo are trademarks of Sony Computer Entertainment Inc. PRINTED IN THE U.S.A.

1998

JULY

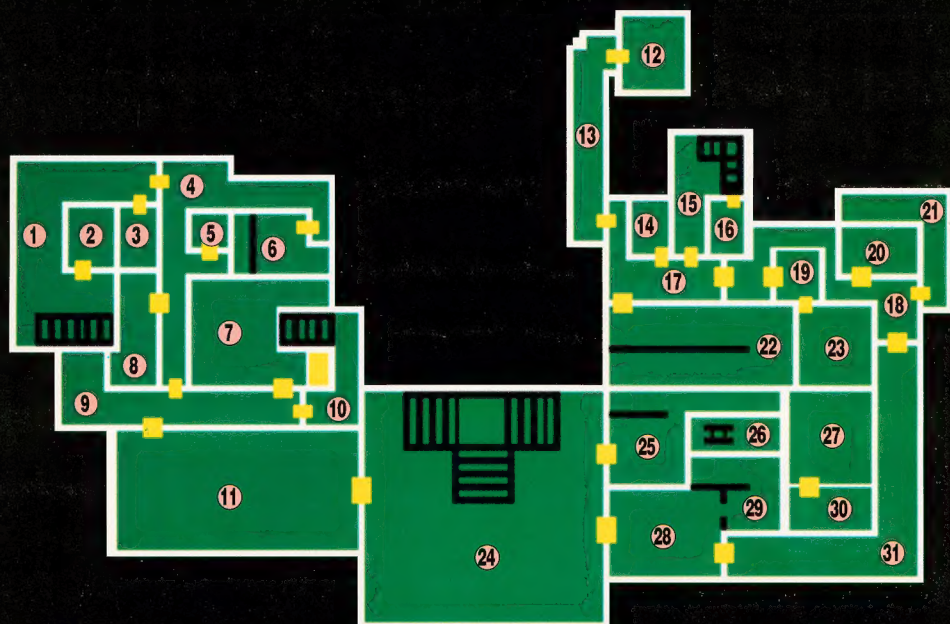
Raccoon Forest

HORROR IN RACCOON

FOREST VILLAINS DE 42

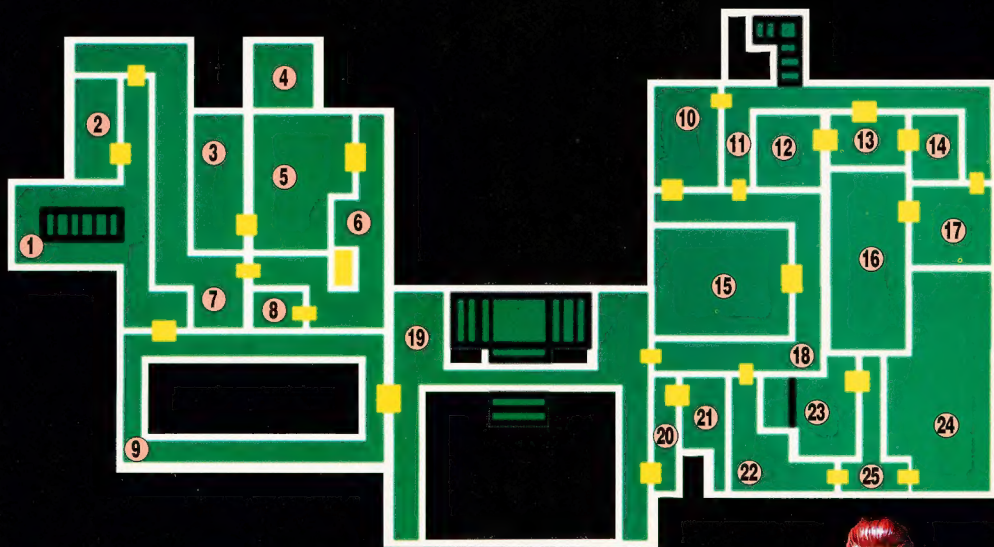
RESIDENT EVIL

THE MAPS



MANSSION 1F

- | | | |
|-------------------------------|-----------------------|----------------------------|
| 1) 1F Left Stairs | 12) Store Room | 23) Living Room |
| 2) Mansion Save Room | 13) Roofed Passage | 24) Hall |
| 3) Vacant Room | 14) Courtyard | 25) Dressing Room |
| 4) 1F Passage | 15) 1F Right Stairs | 26) Underground Passage 1 |
| 5) Tiger Statue Room | 16) Room Under Stairs | 27) Wardrobe |
| 6) Greenhouse (w/Secret Room) | 17) Back Passage | 28) Dressing Room |
| 7) Bar | 18) Passage | 29) Hidden Passage |
| 8) Employee Room | 19) Trap Room | 30) Hidden Wardrobe Closet |
| 9) Tea Room | 20) Bathroom | 31) "L" Passage |
| 10) 1F Elevator | 21) Boiler | |
| 11) Dining Room | 22) Large Gallery | |



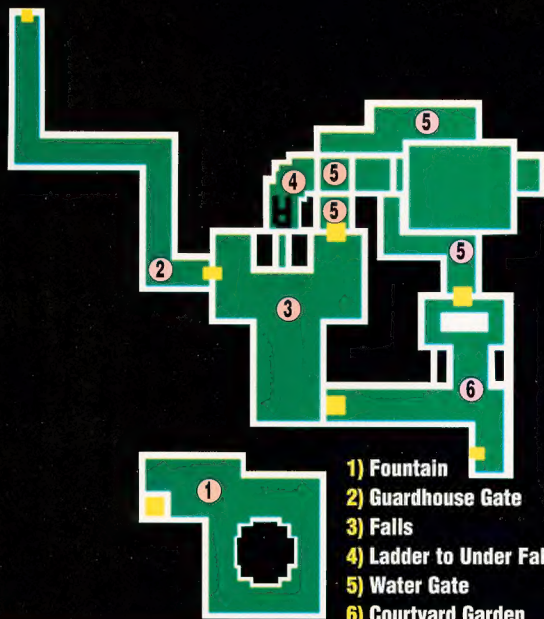
MANSION 2F

- 1) 2F Left Stairs
- 2) Trophy Room
- 3) Library B
- 4) 1F Passage
- 5) Hidden Library
- 6) Front Elevator
- 7) Rough Passage
- 8) Shed
- 9) 2F Dining Room

- 10) Small Library
- 11) 2F Right Stairs
- 12) Bedroom
- 13) Deer Room
- 14) 2F Study
- 15) Armor Room
- 16) Lesson Room
- 17) Lesson Room Entry
- 18) "C" Passage

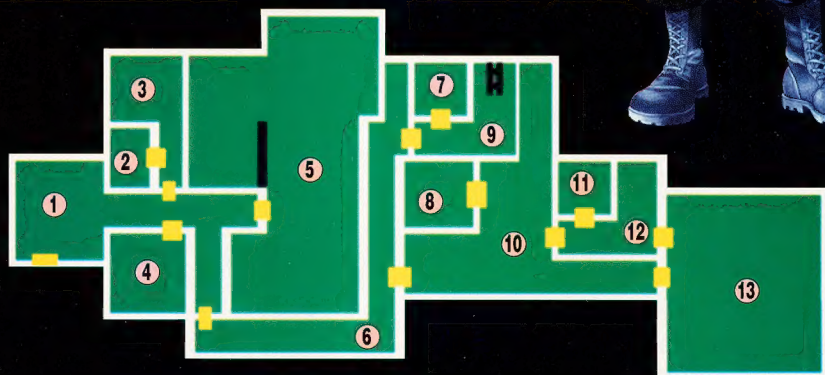
- 19) Hall 2F
- 20) Terrace Passage
- 21) Terrace
- 22) Pillar Passage
- 23) Small Dining Room
- 24) Attic
- 25) Attic Entry





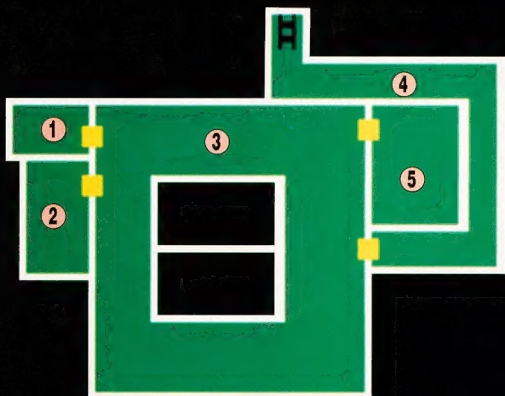
- 1) Fountain
- 2) Guardhouse Gate
- 3) Falls
- 4) Ladder to Under Falls Area
- 5) Water Gate
- 6) Courtyard Garden

COURTYARD 1F



GUARDHOUSE 1F

- | | | |
|-------------------------|---------------------|---------------------|
| 1) Guardhouse Entry | 6) Center Passage | 11) 003 Bathroom |
| 2) 001 Bathroom | 7) 002 Bathroom | 12) Room 003 |
| 3) Room 001 | 8) Drug Storehouse | 13) Plant Boss Room |
| 4) Guardhouse Save Room | 9) Room 002 | |
| 5) Bar | 10) Beehive Passage | |

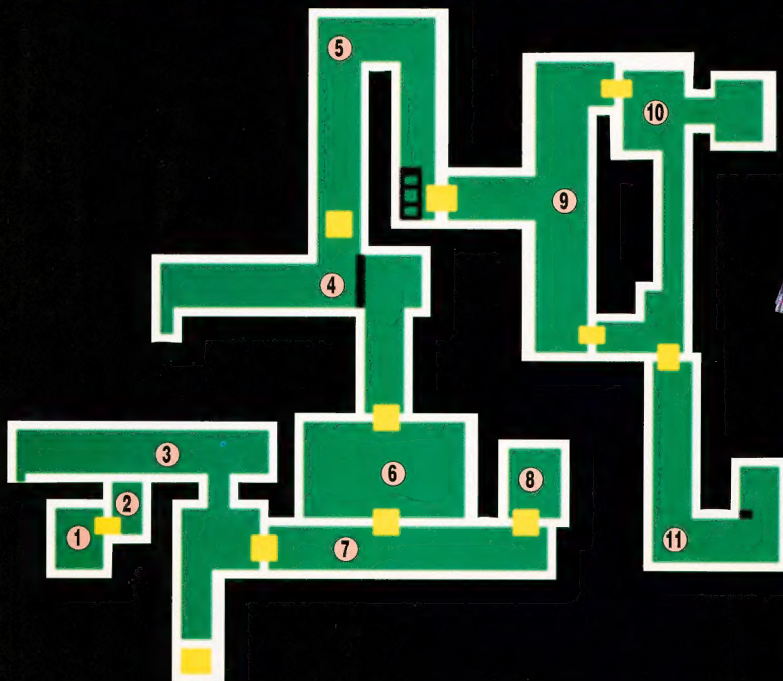


- 1) Arms Storage
- 2) Control Room
- 3) Water Tank

- 4) Flooded Passage
- 5) Security Room



GUARDHOUSE B1

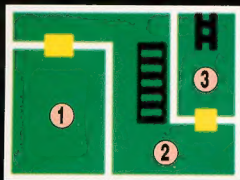


- 1) Item Passage
- 2) Rotating Hole
- 3) Crank Passage
- 4) Rock Passage
- 5) Ladder Passage
- 6) Spider Boss Room
- 7) Straight Passage
- 8) Underground Save Room
- 9) Branch Passage
- 10) Darkness Passage
- 11) Enrico Room



COURTYARD B1

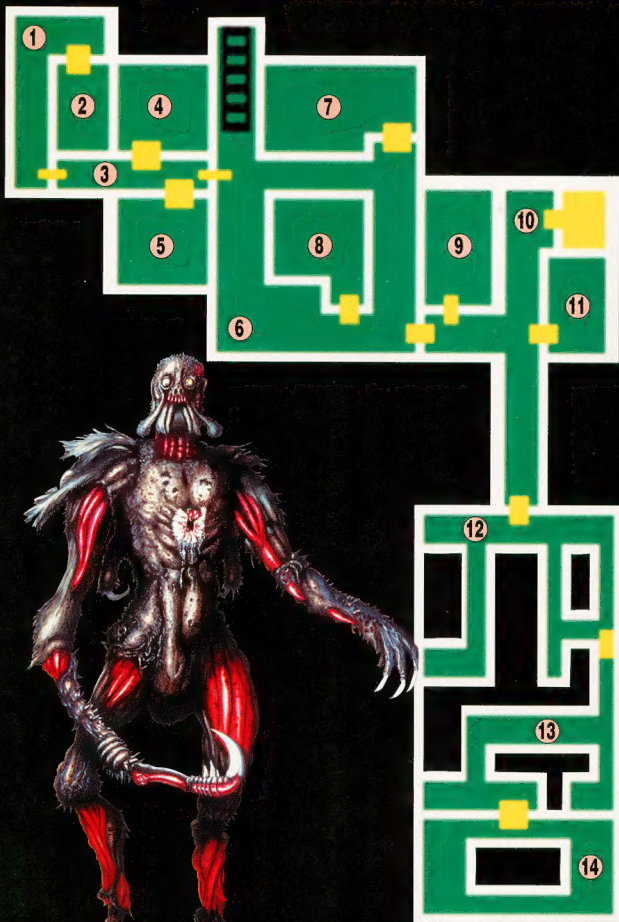




- 1) Conference Room
- 2) Stairs
- 3) Ladder Room



LABORATORY B2



- 1) Cell Entry
- 2) Cell
- 3) Double Lock Room
- 4) Private Room "A"
- 5) Private Room "B"
- 6) "O" Room
- 7) Small Lab
- 8) Second Mortuary
- 9) Mortuary
- 10) Elevator Entry
- 11) Lab Save Room
- 12) Maze A
- 13) Maze B
- 14) Power Room

LABORATORY B3



THE BASIC STRATEGIES

If you're new to video gaming, and Resident Evil is one of your first games—good call, my friend. If you've been playing video games since Pong, and Resident Evil is your 1,000th game—still a good call, my friend. But whether you're a newbie or an expert, Resident Evil has enough unusual gameplay features and quirks that you'll find this chapter useful. (At least that's what I told Dave and Greg when I conned them into letting me work on this book in the first place.)



SEARCHING ROOMS

As you've probably already noticed, Resident Evil uses a combination of 2D graphics (backgrounds) and 3D graphics (characters, monsters, items). You can use this to your advantage whenever you enter a new room by looking for objects that are less detailed than the background. (Pushable shelves are a glaring example.) These 3D objects can usually be moved or taken. Not every item

that can be taken can be seen. Try searching cabinets, crates, items of clothing—anything that might conceal a goody.



ITEMS AND INVENTORY

Unlike some adventure games where your on-screen alter ego has bottomless pockets, Resident Evil places a limit on the number of items (including weapons) that a character can carry. Jill Valentine can only carry eight items, and Chris Redfield an even punier six. This means that it's important only to carry around the items you always need, leaving stuff you don't need in one

of the game's Item Boxes. So what counts as stuff you always need? Weapons, ammo, keys, and maybe a healing item (Herb or First-Aid Spray). It's crucial to always have at least one free inventory slot to pick up any item you find. Nothing is more frustrating than finding an Ink Ribbon and not being able to grab it 'cause your pockets are already full.

When you find an item, CHECK it in inventory to look for any unusual markings. Some items get more descriptive names when you CHECK them, giving you a better idea of what they're used for.

Keep an eye on the ammo in your current weapon, and always make sure you have adequate ammo before you get into a gunfight. You don't want to get caught reloading your weapon while a Zombie is inches away from taking a big ol' bite of Chris- or Jill-meat.



INK RIBBONS

Resident Evil lets you save the game only when you use an Ink Ribbon, and the Ribbons are in limited supply, which means you have to think carefully about when and where you save. Chris gets fewer Ribbons during the game than Jill, which makes deciding even harder. The rule of

thumb is this: If you're about to enter a new area (Courtyard, Underground, et cetera), or you're about to fight a boss, SAVE THE GAME. Don't save every time you find a new item or beat a few monsters; the Ribbons are too precious to waste.

If you're a true Resident Evil junkie, you should get and use two Memory Cards. This lets you have a whopping ten saved games, which lets you take different paths through Resident Evil. See the "Alternate Paths" section for details.

MIXING HERBS

There are three types of Herbs in Resident Evil. Blue Herbs cure you if you're poisoned; Green Herbs heal damage; and Red Herbs make a Blue Herb or Green Herb stronger. You can mix Herbs in practically any combination, and you can mix together two or three of them into a single item. Blue Herbs are used much in the game, so you're better off combining the Red Herbs with Green Herbs. A Green Herb/Red Herb combination has as much healing power as a First-Aid Spray.

WEAPONS



COMBAT KNIFE: The Combat Knife is a weapon you never want to use, because it does a feeble amount of damage, and you have to get within biting/spitting/clawing range of a monster to strike. Throw it into an Item Box as soon as you find one to give yourself an always-useful inventory slot.



BERETTA: The Beretta is a relatively weak handgun, but it's your only firearm at the beginning of the game, when you're practically defenseless. Most Zombies take at least five or six Beretta shots before dying, and the stronger monsters are barely affected at all. Heck, they'd probably laugh at you if they weren't so busy trying to devour your flesh. Find a stronger weapon ASAP.



SHOTGUN: The Shotgun is the weapon you'll be using more than any other, thanks to its strength and surprising range. You can even kill Zombies with a single blast if you let them get within grabbing range before you fire.



COLT PYTHON: The Colt Python would make Dirty Harry proud with its incredible range and power. You can blow a Zombie's head off with a single shot of the Python from any range, as long as your aim is accurate. Use this weapon judiciously against tougher enemies.



BAZOOKA: C'mon, now, you know what it's for—killing Zombies and other monsters with a flash of light and a deafening explosion. Ammo for the Bazooka is rare, so use the Shotgun or Colt Python to kill Zombies, saving the Bazooka for the tougher enemies. (Jill is the only character who finds this weapon.)



FLAMETHROWER: This bad-ass weapon is not only handy for flaming creatures, it's also required to unlock certain doors. Unfortunately, the Flamethrower eats up its ammo so fast that you only get to kill a few monsters before it runs out of fuel. (Chris is the only character who finds this weapon.)



ROCKET LAUNCHER: Brad drops a Launcher into the middle of the Helipart after you've done sufficient damage to the Tyrant in the game's final battle. You can also score a Rocket Launcher with unlimited ammo (!) if you play through the game fast enough. See "The Secrets" section for details. The Rocket Launcher is the ultimate weapon, able to destroy any monster—even the game's final boss, the Tyrant—with a single shot. Maybe that's why you don't get to use it until the end of the game.

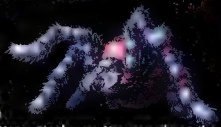
ZOMBIE: The most common monster in *Resident Evil*. There are several types of Zombies; some of them bite your neck and cause a gruesome shower of your own blood, while others spit acid at you. Zombies laying on the ground can grab your foot and bite it, causing damage until you squash their head (as Chris) or kick it off (as Jill). Zombies are slow and stupid, much like an average episode of *Star Trek: Deep Space Nine*, and you can often lure them to one side of a corridor and run past them on the other side. Zombies can be killed with several Beretta shots or a single blast from the Shotgun, Colt Python, and Bazooka. (To kill a Zombie with the Shotgun, you have to let it shamble within close range before shooting.)



CERBERUS: This rotting doggy is stronger and faster than a Zombie, able to run in quick circles around you. You can kill a Cerberus with the Beretta, but it's time-consuming and takes a lot of ammo, since you're going to miss several shots. Use the Shotgun, which takes two or three shots, or use the Bazooka for an instant kill. The Shotgun is a good choice because it often hits more than one Cerberus (since they tend to cluster in packs).



SPIDER: The Spider only shows up in a few places: the Bar of the Guardhouse, the "1L" Passage of the Mansion (after you kill Plant 42), and the Spider Boss Room of the Underground. When you kill a Spider, a few dozen babies pop out of the body and run in all directions, although a few of the little critters attack you. You can shoot the babies or simply run over them to crush them, but the easiest way to "kill" them is to leave the room and come back, which makes them all magically disappear.



HUNTER: The Hunter follows you into the Mansion when you return from killing Plant 42, infesting every room where the Zombies used to be. It's much stronger and faster than the Zombies, able to jump into the air before attacking you, and able to chop off your head with its claws if you stand still for too long. With Jill's Bazooka, the Hunters can be killed, but with Chris and his lowly Shotgun and Magnum, it's better to avoid them if you can.



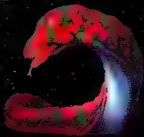
BEE: This "monster" only appears in the Beehive Passage of the Guardhouse, and it can't kill you, but it can poison you to the point where you're about to die. The longer you stay in the Beehive, the higher your chances of getting stung, so don't wait around. (If you've saved the game, let yourself get surrounded and stung by the bees and watch as your character grabs a bee and throws it into the floor to kill it.)



LAB MONSTER: These unnamed creatures patrol the ceilings AND floors of the two Maze rooms in the Laboratory, and later make their way into the Lab's "O" Passage. They're fast and vicious muthas, not to be messed with unless you have serious firepower (such as Jill's Bazooka or the Colt Python). Even then, it's probably smarter to run away from them than to fight them. Watch out for their claw swings when they're on the ceiling—avoid their shadows and you'll also avoid their claws. Also lovingly known as "ClawMan".



SNAKE: As with the Tyrant, you get to fight the Snake twice: in the Attic, and later on, in the Lesson Room. The Snake isn't fast, but it has a powerful and poisonous bite, and it can take some serious punishment. You can avoid fighting the Snake in the Attic by running around it, but you have to kill it in the Lesson Room.



PLANT 42: This boss lives in the Plant Boss Room of the Guardhouse. If you're playing as Chris, you get to spend quite a few minutes in the Plant's clutches while Rebecca Chambers tries to weaken it with a chemical concoction. If you're playing as Jill, you can weaken the Plant yourself and finish it off with three Bazooka blasts, or "accidentally" walk into its clutches and let Barry come to your rescue and torch the Plant with a Flamethrower. In either case, as you're fighting the Plant, watch out for pieces of rubble falling from the roof. Keep moving to avoid being whacked.



TYRANT: This is the final boss of *Resident Evil*, and he's almost unstoppable if you're playing as Chris, who has only the Shotgun and Colt Python at the end of the game. Even as Jill, who has the Bazooka, the Tyrant is incredibly tough. He moves with lightning speed and attacks with a series of claw swipes, finishing with an uppercut that skewers and kills you instantly. The only way to kill the Tyrant is with the Rocket Launcher; you can only weaken him with your normal weapons. When you're fighting the Tyrant, try not to get cornered as you shoot at him, and try not to miss. Oh, and make sure you have as many Herbs and First-Aid Sprays as you can carry.



THE ITEMS

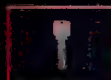
This comprehensive alphabetical listing shows you a full-color photo of every single item in Resident Evil. We also tell you where to find it (Location) and what to do with it (Function). To look up a specific room, refer to the "The Maps" section.



002 KEY

Location: Underneath the giant beehive in the well-named Beehive Passage.

Function: This key opens the Room 002 door off the Center Passage.

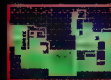


003 KEY

Location: On the shelves of the Arms Storehouse, in the basement of the

Guardhouse.

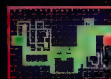
Function: This key opens the Room 003 door off the Beehive Passage.



1ST FLOOR MAP

Location: Inside the pot of the statue in the Gallery.

Function: This provides you with a complete view of the first floor of the Mansion.

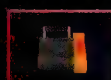


2ND FLOOR MAP

Location: In the Lesson Room Entry, above the fireplace. Use the Lighter to

reveal it.

Function: This provides you with a complete view of the second floor of the Mansion.

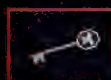


ACID ROUNDS

Location (Jill): Inside the cabinet of the Private Dining Room; inside the Room Under Stairs, after you kill

Plant 42 in the Guardhouse.

Function: This Bazooka ammo is even more powerful than the regular Explosive Rounds, and should be used entirely against bosses.



ARMOR KEY

Location: Behind the fountain in the Greenhouse.

Function: This key opens every door with a picture of armor carved into it. Who'd have think it?



BATTERY

Location: There are two Batteries in the game: in the Shed and in the Heliport

Passage.

Function: Use the first Battery at the Falls in the Courtyard to activate the elevator. Use the second Battery to activate the elevator to the Heliport.



BAZOOKA

Location (Jill): On the Terrace. Sometimes, Barry Burton is there to hand it

over; sometimes, you have to take the Bazooka from the corpse of S.T.A.R.S. member Forest.

Function: C'mon, now, you know what it's for—killing Zombies and other monsters with a flash of light and a deafening explosion. Ammo for the Bazooka is rare, so use the Shotgun or Colt Python to kill Zombies, saving the Bazooka for the tougher enemies.



BERETTA

Location (Chris): On the floor of the Hall after you investigate the gunshot from

the Tea Room.

Location (Jill): In your inventory at the start of the game.

Function: The Beretta is a relatively weak handgun, but it's your only firearm at the beginning of the game, when you're practically defenseless. Most Zombies take at least five or six Beretta shots before dying, and the stronger monsters are barely affected at all. Heck, they'd probably laugh at you if they weren't so busy trying to devour your flesh. Find a stronger weapon ASAP.



BLUE HERB

Location: Several places.

Function: The Blue Herb heals you if you're poisoned, which several creatures in the game can do—the snake and the bees being the most obvious (and potentially fatal).



BLUE JEWEL

Location: 2F Dining Room/1F Dining Room.

Function: Put this lovely bauble into the head of the statue in the Tiger Statue Room to reveal the Wind Crest.



BOTANY BOOK

Location: In the Small Library.

Function: This paper-based information storage device explains the effects of the Blue, Green, and Red Herbs, and how you can mix them together to make them stronger.



BROKEN SHOTGUN

Location: In the Vacant Room.

Function: You have to swap this with the working Shotgun in the Living Room to get through the Trap Room without being squished like a grape.



CHEMICAL

Location: In the corner of the Room Under Stairs.

Function: Pour this bag of artificial death into the Greenhouse's water pump to kill the long-legged beast dwelling inside the fountain.



CLIP

Location: All over the place.

Function: The Clip provides 15 shots for the Beretta, your handgun of last resort.



COLT PYTHON

Location: Behind the statue in the Tiger Statue Room. Use the Red Jewel to reveal

it.

Function: The Colt Python would make Dirty Harry proud with its incredible range and power. You can blow a Zombie's head off with a single shot of the Python from any range, as long as your aim is accurate. Use this weapon judiciously against the tougher enemies.



COMBAT KNIFE

Location: In your inventory at the start of the game; in the corner of the Spider Boss Room.

Room.

Function: The Combat Knife is a weapon you never want to use, because it does a feeble amount of damage, and you have to get within biting/spitting/clawing range of a monster to strike. Throw it into an Item Box as soon as you find one to give yourself an always-useful inventory slot. The Combat Knife does have one useful function: in the Spider Boss Room, you can cut through the webs covering the south door instead of blasting through them and wasting ammo.

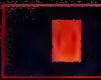


CONTROL ROOM KEY

Location: Inside the plugged-up bathtub of the 001 Bathroom in the

Guardhouse.

Function: This key opens the Control Room door off the Water Tank room.



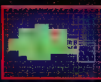
DOOM BOOK 1

Location: Inside the Study.
Function: CHECK the Book in inventory to find an EAGLE MEDAL hidden inside.



DOOM BOOK 2

Location: Inside the Item Passage.
Function: CHECK the book in inventory to find a WOLF MEDAL hidden inside.



DORMITORY MAP

Location: On the wall in Room 002 of the Guardhouse.

Function: This provides you with a complete view of the Guardhouse.



EAGLE MEDAL

Location: Inside Doom Book 1, which is inside the Study.

Function: This is one of two medals needed to drain the Fountain and reveal stairs to the Laboratory.



EMBLEM

Location: Inside the hollow above the fireplace of the 1F Dining Room.

Function: You have to swap this Emblem with the Gold Emblem inside the Bar's hidden room, or you can't take the Gold Emblem with you.



EMPTY BOTTLE

Location: There are four of these in the Drug Storehouse of the Guardhouse.

Function: These are used to mix the various chemicals in the room to create a dose of V-Jolt.



EXPLOSIVE ROUNDS

Location (Jill): Quite a few.
Function: Ammo for the Bazooka. Messy but effective.



FAX

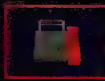
Location: Inside Private Room A.

Function: A plot-thickening document on that damn paper that always curls up into a scroll.



FIRST-AID SPRAY

Location: Several.
Function: The First-Aid Spray completely restores you to full health, no matter how close you are to kicking the bucket.



FLAME ROUNDS

Location: In the 003 Bathroom of the Guardhouse; in the Rock Passage of the Underground; in the Lab Save Room.

Function: More powerful than the explosive rounds, this Bazooka ammo will fry more than a few green tomatoes. Although not as powerful as the Acid Rounds, this medium strength ammunition is most effective against the Plant Boss.

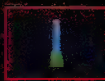


FLAMETHROWER

Location (Chris): Two locations in the Underground; the Branch Passage and the

Rock Passage.

Function: This bad-ass weapon is not only handy for flaming creatures, it's also required to unlock certain doors. Unfortunately, the Flamethrower eats up its ammo so fast that you only get to kill a few monsters before it runs out of fuel.



FLARE

Location: Inside a crate next to the door of the Heliport.

Function: Use the Flare anywhere on the Heliport to signal Brad, the chopper pilot, who comes in for a landing.



GARDEN MAP

Location: Stuck to the wall on the east side of the Courtyard Garden.

Function: This provides you with a complete view of the first floor of the Courtyard.



GOLD EMBLEM

Location: Inside the hidden room of the Bar.

Function: Use the Gold

Emblem in the hollow of the 1F Dining Room to reveal the Shield Key.

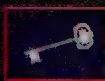


GREEN HERB

Location: Dozens of places throughout the game.

Function: The Green Herb

heals damage you've taken from monster attacks. A single Green Herb only heals you slightly, but a Green Herb and Red Herb mixed together (or two Green Herbs) heals you considerably.



HELMET KEY

Location: In the Plant Boss Room of the Guardhouse.

Function: This key opens the

three doors of the Mansion with helmets carved into them.



HEX CRANK

Location: On the floor of the Enrico Room, near the door.

Function: The Hex Crank is

used in several rooms in the Underground area to solve puzzles and open up new areas.



INK RIBBON

Location: All over the place.
Function: Use the Ink Ribbon to save your progress in the

game to your handy-dandy Memory Card. (If you don't have a Memory Card, go get one right this minute.) There are only a limited amount of Ribbons in the game—Jill finds more than Chris, by the way—so use them wisely.



KEEPER'S DIARY

Location: On the desk of the Employee Room, guarded by a Zombie cowering in the

closet.

Function: The Diary is the journal of a poor sap who chronicled his slow transformation from scientist to flesh-eating monstrosity.



LAB KEY

Location: In a hidden niche inside the Conference Room.

Function: This key opens the

Elevator Entry door off the "O" Passage.



LIGHTER

Location: In the Bedroom just off the Deer Room.

Function: The Lighter is one of the very few items in Resident Evil that gets used in two different puzzles. Use it in the Lesson Room Entry to reveal the 2nd Floor Map above the fireplace, and use it in the Private Dining Room to light up the candleabra.



LOCKPICK

Location (Jill): Barry Burton gives it to you at the beginning of the game, after you search the Hall in vain for Wesker.

Function: The Lockpick lets Jill open any locked desk drawer to get the items inside, along with a few doors in the Mansion; these are the same doors that Chris needs a Sword Key to open. Consider the Lockpick a combination of a Small Key and a Sword Key.



MAGNUM ROUNDS

Location: Lotsa rooms.

Function: The Magnum

Rounds give you six shots of the Colt Python, a wicked handgun with the power of the Shotgun.



MO DISK

Location: There are three MO Disks in the game. The first is found in the hidden room of Library B. The second is found in the Crank Passage. The third is found on the desk at the Stairs in the Laboratory.

Function: Each MO Disk is used at one of the three pass code terminals in the Laboratory to get a Pass Code. You need all three Pass Codes to unlock the door to the Cell.



MOON CREST

Location: In the Attic, inside the hole populated by a giant snake (yikes).

Function: This is one of the four Crests needed to unlock the door from the Roofed Passage into the Storeroom.



MUSIC NOTES

Location: Behind the shelves in the Bar.

Function (Chris): Use the Notes in front of the grand piano and Rebecca Chambers shows up in the Bar. Let her practice until she can play the music and reveal a hidden room.

Function (Jill): Use the Notes in front of the grand piano to play the Moonlight Sonata and reveal a hidden room.



ORDERS

Location: On the table in the Trophy Room.

Function: This paper reveals quite a bit about why the S.T.A.R.S. have ended up in this freakin' mansion.



PASS CODE 01

Location: Obtained from the pass code machine inside Private Room A.

Function: This is one of three Pass Codes needed to unlock the Cell Entry door off the Double Lock room.



PASS CODE 02

Location: Obtained from the pass code machine inside the Mortuary.

Function: This is one of three Pass Codes needed to unlock the Cell Entry door off the Double Lock room.



PASS CODE 03

Location: Obtained from the pass code machine in Maze B.

Function: This is one of three Pass Codes needed to unlock the Cell Entry door off the Double Lock room.



PASS NUMBER

Location (Jill): Barry Burton gives you this number after hauling you up from the hole in the floor of the Lesson Room.

Function: With the Pass Number, you can unlock the north door from the 2F Left Stairs.



PLANT 42 REPORT

Location: On the bed in Room 002 of the Guardhouse.

Function: This document explains the hopes, dreams, and fears of Plant 42, the unusually aggressive fauna living inside the Plant Boss Room.



RADIO

Location (Chris): After you defeat Plant 42 and leave the Plant Boss Room,

Rebecca Chambers gives it to you. **Location (Jill):** After you retrieve the Serum from the Mansion Save Room and bring it to Richard in the Pillar Passage, he gives it to you.

Function: The Radio lets you hear messages from Brad, the S.T.A.R.S. helicopter pilot. Use it whenever you hear it beeping.



RED BOOK

Location: In Room 001 of the Guardhouse.

Function: Replace the "V-Jolt" Report in Room 003 with the Red Book to reveal a hidden door into the Plant Boss Room.



RED HERB

Location: So many places that it'll make your head spin.

Function: The Red Herb doesn't do anything by itself, but when you mix it with a Green Herb or Blue Herb, the effect of the Green or Blue Herb is three times stronger. Obviously a very useful plant, so grab it whenever you see it.

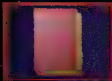


RED JEWEL

Location: Inside the moose head in the Trophy Room.

Turn out the lights and you can see it sparkling.

Function: Put this shiny sapphire into the head of the statue in the Tiger Statue Room to reveal the Colt Python.



RESEARCHER'S LETTER

Location: Inside Private Room B.

Function: This letter has all the passwords you need to access the computer in the Small Lab, although you have to translate the symbols on the Letter by using the painting on the wall of Room B and the blue light switch hidden behind the shelves.



RESEARCHER'S WILL

Location: On the desk of the 2F Study.

Function: This is the last will and testament of a now-dead scientist dude. He didn't leave you jack squat, unfortunately.



ROCKET LAUNCHER

Location: Brad drops a Launcher into the middle of the Heliport after you've

done sufficient damage to the Tyrant in the game's final battle. You can also score a Rocket Launcher with unlimited ammo (!) if you play through the game fast enough. See "The Secrets" section for details.

Function: The Rocket Launcher is the ultimate weapon, able to destroy any monster—even the game's final boss, the Tyrant—with a single shot. Maybe that's why you don't get to use it until the end of the game.

SCRAPBOOK

Location: In Library A, being guarded by a Zombie who's apparently hooked on phonics.

Function: This book is full of scraps. Informational scraps, that is.

SECURITY SYSTEM

Location: In the bookshelf of the Conference Room.

Function: This document reveals a certain S.T.A.R.S. member's involvement with the dastardly deeds going on inside the Mansion.

SERUM

Location: On the shelves inside the Mansion Save Room, but there's a catch:

you can't take the Serum unless you're on a "mission" to retrieve it.

Function: The Serum cures you if you're poisoned by an otherwise-fatal snakebite.

SHELLS

Location: More places than you can shake a severed arm at.

Function: The Shells are good for seven blasts of the Shotgun, the most useful weapon in the game, whether you're playing as Chris or Jill.

SHIELD KEY

Location: Behind the grandfather clock in the 1F Dining Room, but you can't push the clock out of the way; you have to put the Gold Emblem into the hollow above the fireplace.

Function: This key opens every door with a shield carved into it. Please tell me you already knew that....

SHOTGUN

Location: In the Living Room, just off the (gulp) Trap Room.

Function: The Shotgun is the weapon you'll be using more than any other, thanks to its strength and surprising range. You can even kill Zombies with a single blast if you let them get within grabbing range before you fire.

SLIDES

Location: On the floor of the Small Lab.

Function: Use the Slides on the projector in the Conference Room for still photos of some of the monsters you encounter during the game, along with a group shot of the boneheaded scientists who caused all this chaos.

SMALL KEY

Location (Chris): Many different places.

Function: Each Small Key opens a locked drawer, which are found in a whole lotta rooms throughout the Mansion and Guardhouse. Drawers always have ammo or Ink Ribbons inside.

SPECIAL KEY

Location: When you beat the game and start playing through it a second time, the Special Key is in your inventory.

Function: This is the only key that opens the door into the Wardrobe Closet, where you can don a spiffy new texture map—er, costume. See "The Secrets" section for more info.

SQUARE CRANK

Location: On the top shelf of the Storeroom. Push the stairs under the shelves so

you can climb up to it.

Function: The Square Crank raises and lowers the Water Gate.

STAR CREST

Location: Behind one of the paintings in the Large Gallery.

Function: This is one of the four Crests needed to unlock the door from the Roofed Passage into the Storeroom.

SUN CREST

Location: Inside an enclosed case in the Armor Room.

Push the statues over the vents and push the button to open the case.

Function: This is one of the four Crests needed to unlock the door from the Roofed Passage into the Storeroom.

SWORD KEY

Location (Chris): On the bed inside the Mansion Save Room.

Function: This key opens every door with a sword carved into it. Sounds reasonable.

UNDERGROUND MAP

Location: On the wall at the end of the Crank Passage.

Function: This provides you with a complete view of the Underground.

V-JOLT

Location: This has to be made by mixing together the chemicals in the Drug

Storehouse of the Guardhouse.

Function: Apply the V-Jolt to the roots of Plant 42, found in the Security Room beneath the Guardhouse, to weaken the plant enough so that you can kill it.

"V-JOLT" REPORT

Location: In the bookshelves of Room 003 in the Guardhouse.

Function: This explains how to create V-Jolt, a concoction that severely weakens Plant 42, the "boss" inhabiting the Plant Boss Room.

WIND CREST

Location: Behind the statue in the Tiger Statue Room. Use the Blue Jewel to reveal

it.

Function: This is one of the four Crests needed to unlock the door from the Roofed Passage into the Storeroom.

WOLF MEDAL

Location: Inside Doom Book 2, which is inside the Item Passage.

Function: This is one of two medals needed to drain the Fountain and reveal stairs to the Laboratory.



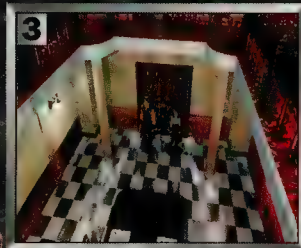
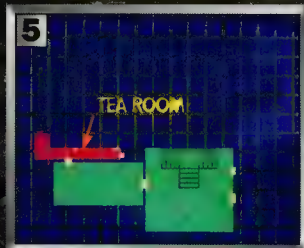
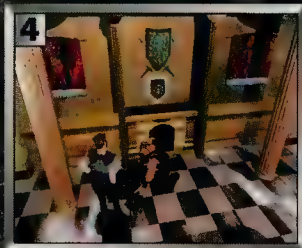
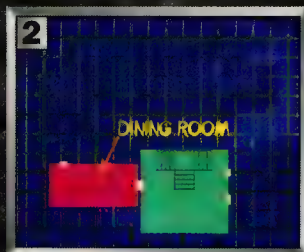
JILL

Jill Valentine
Age: 23
Height: 166 cm
Weight: 50.4 kg

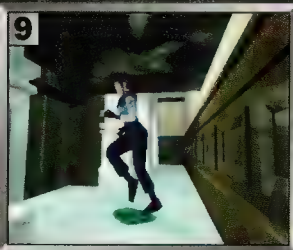
Jill Valentine, described by fellow S.T.A.R.S. member Barry Burton as “the master of unlocking,” has the (slightly) easier path through Resident Evil. She can carry up to eight items—two more than her longtime partner, Chris Redfield—and she has the ability to lockpick desks and grab the goodies inside, while Chris has to use keys to open them. Jill also has musical talents that come in handy during her explorations of the mansion. Best of all, Jill can find and use the powerful Bazooka, a weapon that Chris can only dream of. Jill is assisted during her explorations by Barry Burton, who (usually) saves her bacon when she’s in trouble.

The Walkthrough

You start in the Hall (1) and automatically follow Barry into the Dining Room (2&3). After he inspects the blood (4) (“Hope it’s not...Chris’s blood!”), go through the north door into the Tea Room (5). Walk to the west side of the room (6) to find a Zombie chomping on



Kenneth's body (7). Turn around and run back to the Dining Room, returning to Barry to tell him what you've found. The Zombie will follow you into the Dining Room, and Barry blows its head clean off (8). Run back out to the Hall. Wesker is missing, and Barry orders you to search the Hall. All you need to do to "search" is run to the north side of the Hall, then back south (9). (For a neat close-up of Barry, stand still when he orders you to search and wait for him to walk in front of the "camera.") (10) Barry thinks you should start searching the first floor, and hands you a LOCKPICK that the "master of unlocking" will certainly need. (11) Your first order of business is to get the map of the first floor. Go through the east door into the Gallery (12) and walk to the east side of the room. See the parchment tucked into the pot being held by the statue? That's your map. Push the step ladder to the left (13) until they're lined up with the statue, then push them into the base of the statue. Press the ACTION button to climb the stairs, and press it again to get your bad self a 1ST FLOOR MAP. (14)

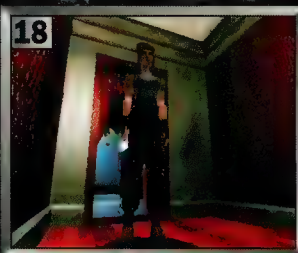
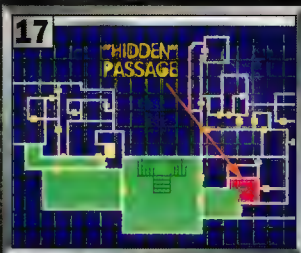
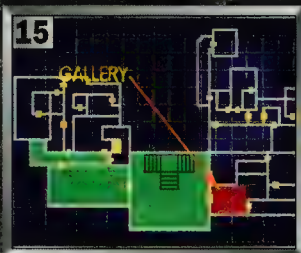


Check it out at the inventory screen. The rooms you've already explored (Tea Room, Dining Room, and Hall) are filled with green; the room you're currently in (Gallery) is filled with red; the rooms you've haven't explored are blank. (15) We're gonna fill that map with green, but you need to finish exploring this room first.

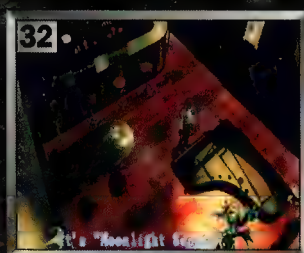
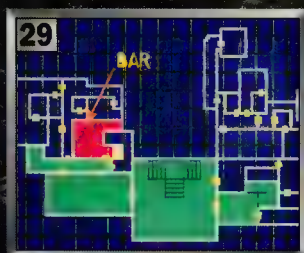
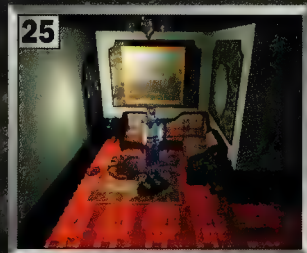
Go back down the stairs. See the shelves in front of the red curtain? Push them to the left (16) and enter the "hidden" passage.

(17&18) There's a seemingly dead Zombie around the corner; (19) you can shoot him in the back until he dies, or just walk around him. (If he latches onto your foot, press the ACTION button until you kick his head off.. (20)

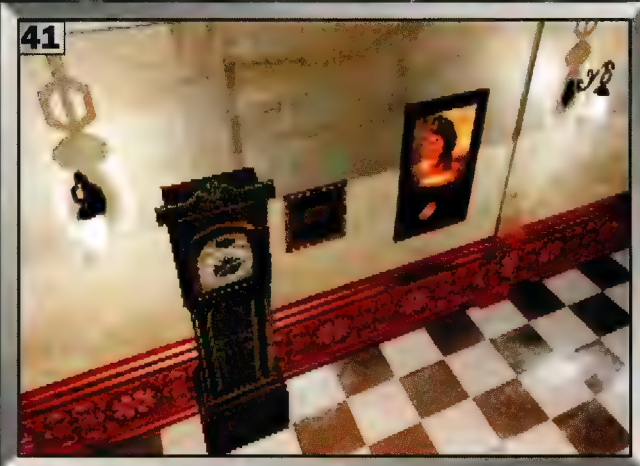
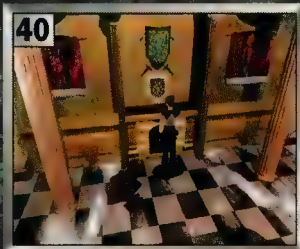
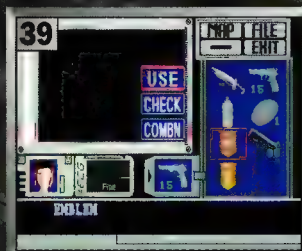
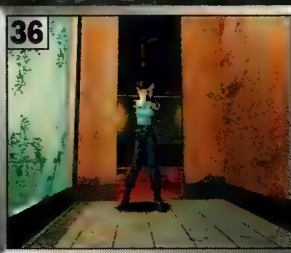
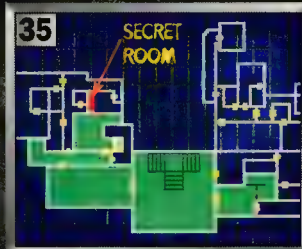
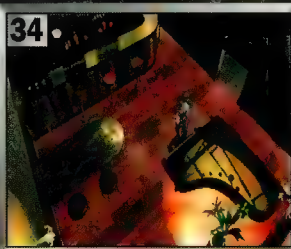
Lovely.) On the shelves behind the Zombie (21) is the first INK RIBBON. (22) Return to the Dining Room and walk to the fireplace above the pool of blood (23).



Take the goofy-looking EMBLEM above the fireplace (24). Return to the Tea Room, where you'll see Kenneth's body (25). Search Kenneth's body for a CLIP (26). Search him again for a second CLIP (27). Now, go to the northeast door (28) and unlock it with the LOCKPICK (29). Run around behind the piano to find the shelves. Push them to the right and pick up the MUSIC NOTES (30) they were blocking (31). Return to the piano and use the MUSIC NOTES in front of it (32). Jill reveals herself to be a Tori Amos wanna-be and plinks out the Moonlight Sonata (33).

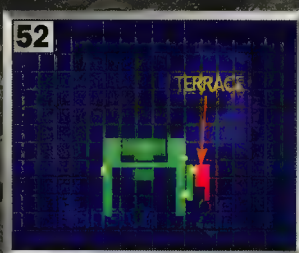
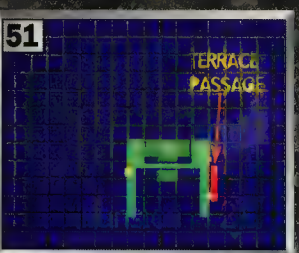
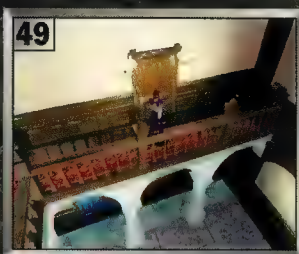
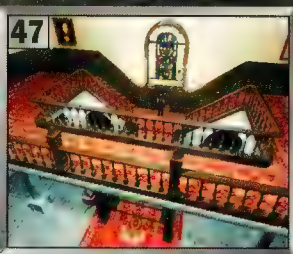


This little ditty opens up a secret door in the east wall (34). Don't save the game yet; you're first going to solve a puzzle that puts you in no danger. Enter the secret room (35&36) and take the **GOLD EMBLEM** (37,38). Problem: the door closes behind you. Solution (which you've probably already thought of): replace it with the plain **EMBLEM** to open the door again (39). Return to the Dining Room and use the **GOLD EMBLEM** in the hollow where the regular **EMBLEM** used to be (40). The grandfather clock strikes three (P.M.? A.M.? ah, who cares) and slides to the side, revealing a hole with a **MANSION KEY** inside (41). Take it (42&43) and **CHECK** the back side of it in inventory to see a shield carving. The name of the **MANSION KEY** changes to **SHIELD KEY** (44). Now you can open any door with a shield carving on it, and that happens to be quite a few. Now's a good time to save. Return to the Hall and pick

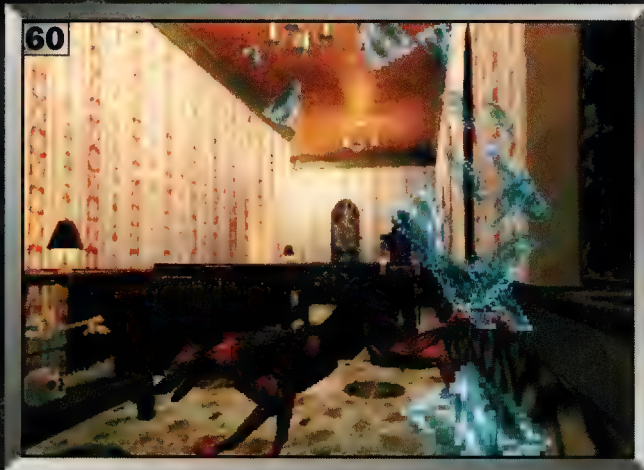
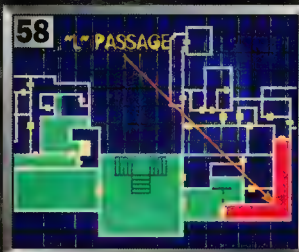
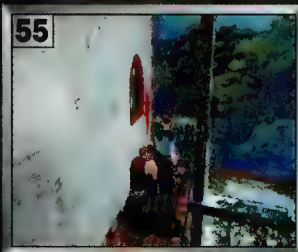


up the INK RIBBON (45) conveniently placed right in front of the Typewriter, giving you four. Use the Typewriter again and save your game (46). At this point, you can go upstairs to Hall 2F (47&48), or explore the east side of the mansion. Let's dash upstairs first and get a kick-ass weapon.

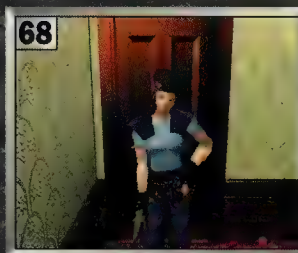
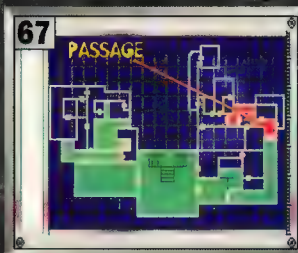
The 2F Hall (49) is, to quote Elmer Fudd, "vewy, vewy quiet." Go through the southeast door (50) into the Terrace Passage (51). Um, that blood smeared all over the wall might be a bad omen. Walk through the north door and out to the Terrace (52).



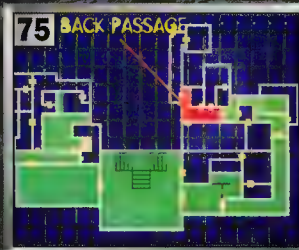
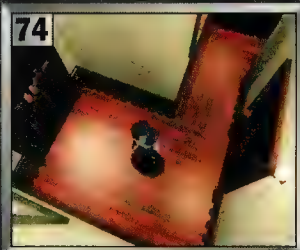
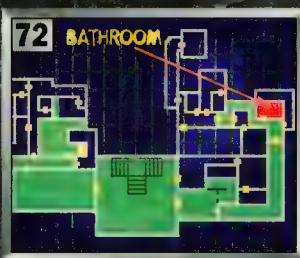
You stumble into Barry, who nearly pops you in the head (53) and then shows you the crow-pecked corpse of Forest (54). Since “you don’t have a weapon,” according to Barry—guess he doesn’t consider a knife or a handgun to be real weapons—he hands over Forest’s BAZOOKA (55&56). Sweet, like candy! Return to the Gallery on the first floor and go through (you will automatically use the LOCK-PICK) the southeast door (57) into the “L” Passage (58). Arm the Bazooka and walk down the passage until you see a brown (and pushable) shelf. (59) Walk past it and.....smash! An undead dog (called a Cerberus, as you’ll find out much later on) smashes through the window (60). Game designers are evil. Continue down the passage to find a second shelf and a second window. Gulp. Prepare for the



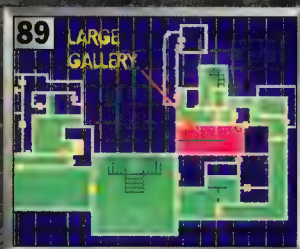
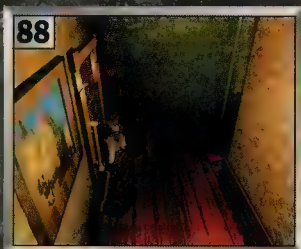
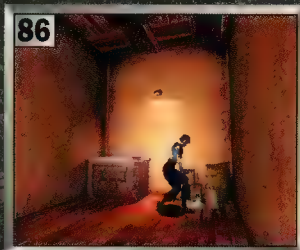
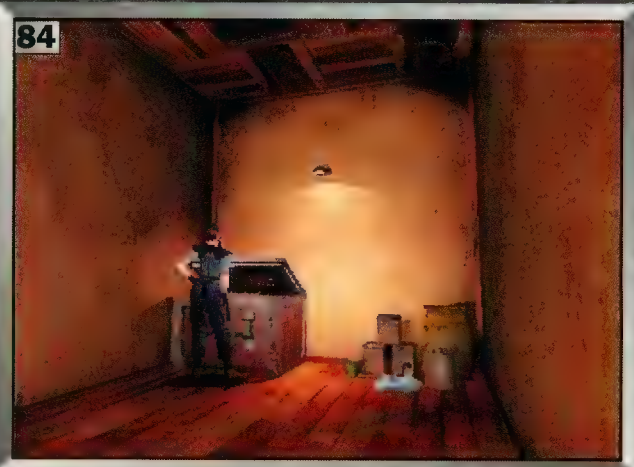
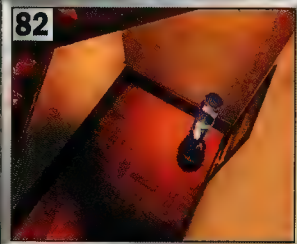
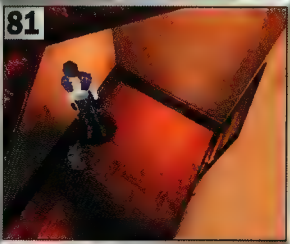
Cerberus to smash through, and shoot him when you have a clear shot (63). Push the second shelf and take the CLIP underneath it (64). (You should now have a 45-round clip!) (65) Arm yourself with the Beretta and go through the north door (66) into the Trap Passage. You get a very nice view of your polygon counterpart as you enter the passage (67&68). When you're done admiring yourself, pick up the GREEN HERB in the corner (69&70). If you were bitten by one of the Cerberus, use it on yourself to heal some damage. The east door is locked so continue down the passage and open the next door into the Bathroom (71).



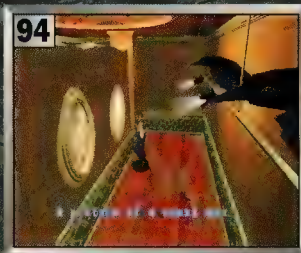
There's nothing to be found in the Bathroom (72), although you might get a giggle out of examining the potty and having the game say "Nothing useful." (73) Return to the passage and walk to the west end to find two doors (74). The right-hand door takes you to a room with a Shotgun, but you can't get it yet, so use the left-hand door and enter the Back Passage (75). Kill the two Zombies (76&77) and enter the first door (78), which leads to the 1F Right Stairs (79). Blow the zombie to hell (80), take the GREEN HERB (81), and go through the door into the Room Under Stairs (82). There's a Typewriter in here (save if you like) (83), and, more impor-



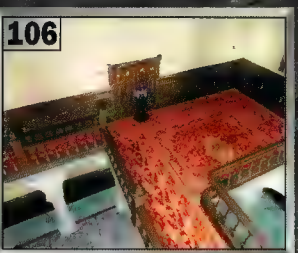
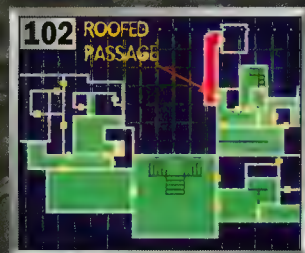
tantly, an Item Box (84). You can store a whopping 48 items in the Box, and any items you've put into one Box can be retrieved from any other Box. Throw your Combat Knife and Green Herb (assuming you haven't used it) into the Box to free up two inventory slots (85), and take out the two CLIPS inside. (Combine these with your current Clip.) Pick up the CHEMICAL bag in the corner (86&87). Go back out to the Back Passage and enter the south door (88) into the Large Gallery (89). This slightly tricky puzzle requires you to push the switches on the paintings in a certain order (90).



Hit the switches like so:
 "Newborn baby," (91) "infant,"
 (92) "lively boy," (93) "young
 man," (94) "tired middle-aged
 man," (95) "bold-looking old
 man," (96) and "Give me the
 peace of death, and I'll give you
 the joy of life..." (97) The painting
 slides off the wall and reveals the
 STAR CREST (98). Take it
 (99&100), return to the Back
 Passage, and go through the north
 door (101) into the Roofed
 Passage (102). Switch to the
 Bazooka—you should still have at
 least one round of ammo—and
 shoot the Cerberus (103). Go to
 the end of the passage and use
 the STAR CREST (104) in one of
 the four notches next to the door.
 Only three to go! (105) We've
 explored almost the entire east
 side of Floor 1F, so it's time to
 check out the west side. Return to
 the Hall and save with an Ink
 Ribbon if you're feeling nervous.
 Go up the stairs to the 2F Hall

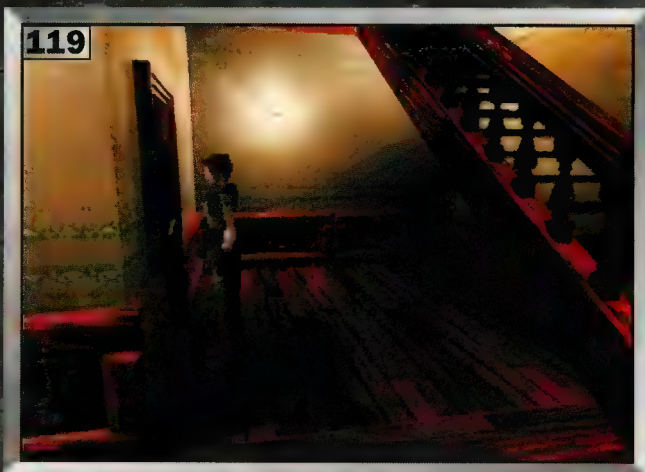


and go through the west door (106) into the 2F Dining Room (107). There are two Zombies in here, easily ventilated with the Beretta (108). Push the gray statue north and through the hole in the railing to send it crashing to the floor (109&110).



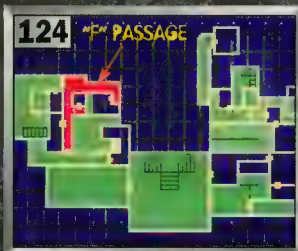
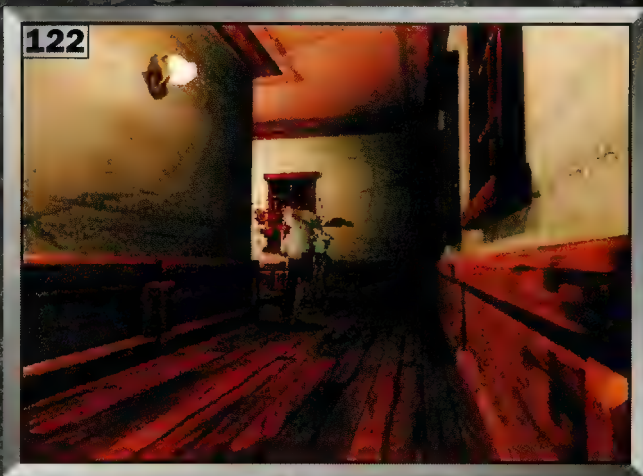
Go down to the Dining Room (111) and pick up the BLUE JEWEL (112). Go back to the 2F Dining Room (sorry for the backtracking, but this really is the quickest way) and through the north door (113) to the 2F Left Stairs (114).

Kill both Zombies (115) and trudge down the stairs (116) to the 1F Left Stairs (117). Two more Zombies to kill (118). Blast them good and go into the door below the stairs (119) into the Mansion Save Room (120). There are an Item Box and Typewriter here (121), along with an INK RIBBON on the bed. Take them and put them in the Item Box for now. Leave the Save Room and walk north to find a third Zombie (122). Yeesh. By the time you kill it,



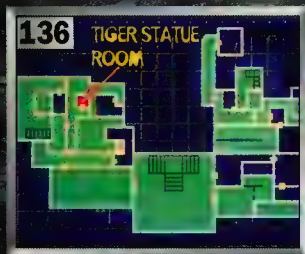
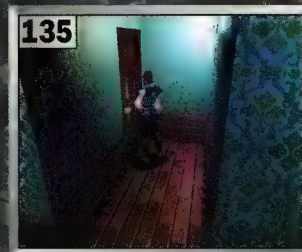
you'll probably be desperately low on Beretta ammo, but don't worry about it.

Go through the east door (123) into the "F" Passage (124). Another Zombie! (125) Does the carnage ever end? Gun him down and go to the south door (126) (it leads to the Tea Room, this is a short-cut for later on.) There's a second Zombie to shoot along the way; if you run out of Beretta ammo, switch to the Bazooka and kill him. Now, go through the west door (127) into the Employee Room (128). Take the CLIP from the bed (129) (you needed that!)

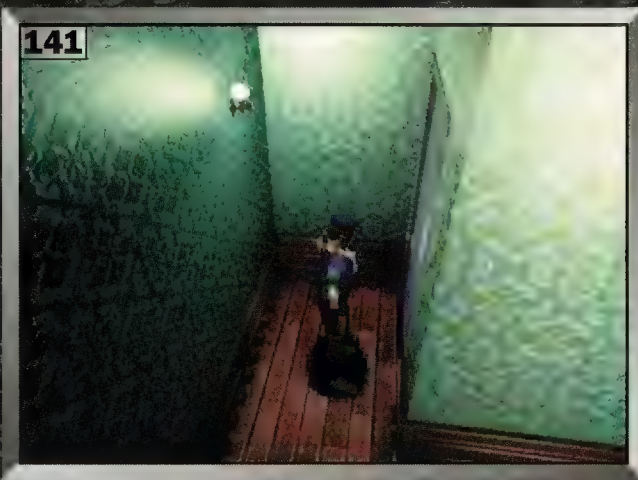
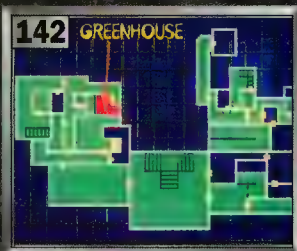


and try to take the book from the reading table (130). A Zombie smashes out from the closet behind you (131). Quickly run behind the bed and shoot him from a safe distance (132). Return to the table and take the KEEPER'S DIARY. Interesting reading. Take the SHELLS in the closet (133&134); now all you need is a dang Shotgun! Soon enough, dude. Return to the "F" Passage and go through the middle door (135) into the Tiger Statue Room (136&137). Use the Blue Jewel (138) to reveal the WIND CREST (139&140). Grab it, return to the "F" Passage, and go through the east door (141) into the Greenhouse (142).

There's a deadly plant frolicking in the fountain on the west side of the room (143). How convenient that you can pour the CHEMICAL (or Herbicide if you've checked it out in your inventory) into the old pump next to the door (144) and

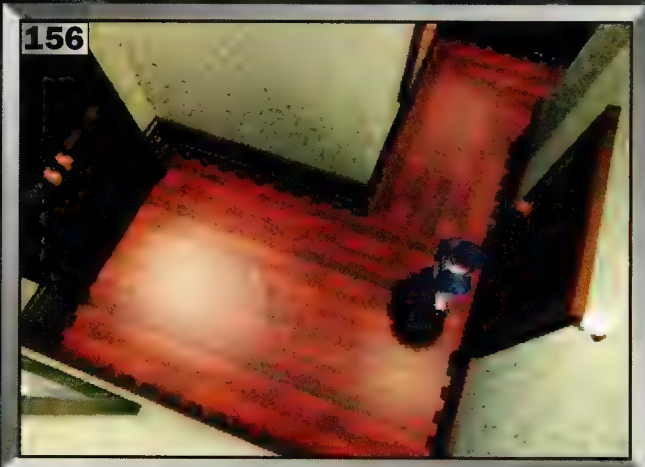
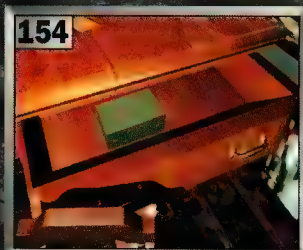
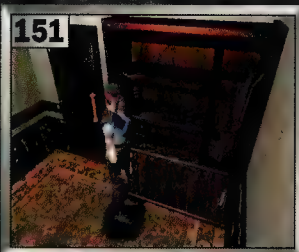
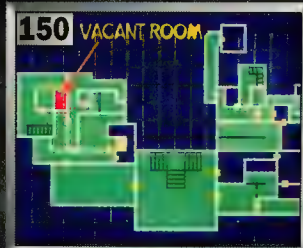


kill it (145). Take the MANSION KEY the plant was guarding (146) and CHECK the back side to learn it's the ARMOR KEY (147). So many more doors to open! There are also several GREEN and RED HERBS (148) in the southwest corner of the room. If you feel like a little exercise, take the Herbs to the Mansion Save Room (off the 1F Left Stairs) and put them into the Item Box for future use. Just make sure you have two open inventory slots before you continue. (You can temporarily leave your stuff in the Item Box to open up enough slots to pick up all the Herbs.)

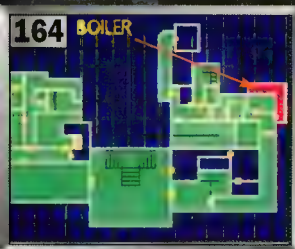
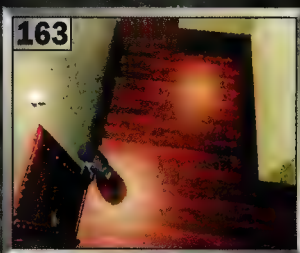
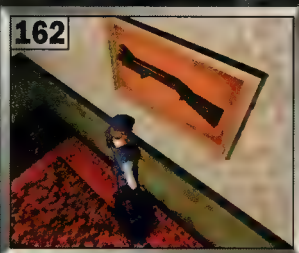
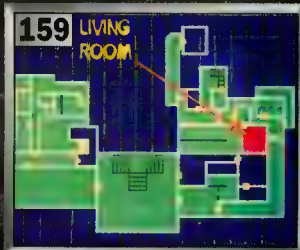


With the Armor Key in hand, return to the 1F Left Stairs and open the locked door (149) into the Vacant Room (150). Well, looky here—a CLIP and a BROKEN SHOTGUN on the wall; take them (151&152). Where could we use that (he types with an evil grin)? Unlock the desk with the LOCKPICK (153) and take the SHELLS inside (154). Awright, it's time to feel the power of the Shotgun.

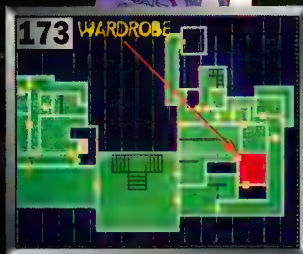
Return to the Roofed Passage and put the Wind Crest into place (155). Return to the Trap Passage on the first floor of the mansion (156) and go into the Trap Room (the right-hand door on the west side of the passage) (157). Go through the next door (158) into the Living Room (159). Take the SHOTGUN from the wall (160&161) and replace it with the BROKEN SHOTGUN (162). If you don't do this, you'll get smushed in the Trap Room. (Actually, Barry will break down the door and



save you, but that's for the "Alternate Paths" section at the end of this walkthrough.) Return to the Trap Passage and go through the east door (163) to the Boiler (164). There are two Cerberus here; use the Shotgun for two quick kills (165). This area has loads of HERBS (166); haul them to the Item Box in the Room Under Stairs (where you found the CHEMICAL). You might also want to use an Ink Ribbon to save your progress.

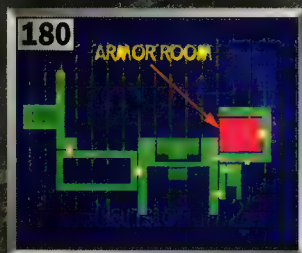
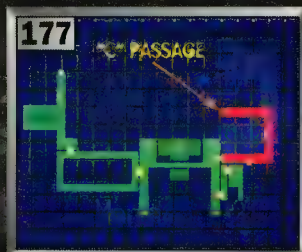


Return to the Hall and unlock the northeast door (167). Go through it into the Dressing Room (168). Take the CLIP from the dresser (169) and walk around the corner. Blow the Zombie away with a few close-range blasts from the Shotgun (170) and unlock the desk with the LOCKPICK to find SHELLS (171). Go through the east door (172) into the Wardrobe (173). There's a single Zombie crawling on the ground. Shoot him in the back (174) or simply avoid the poor schmuck while you take the INK RIBBON from between the red curtains (175).



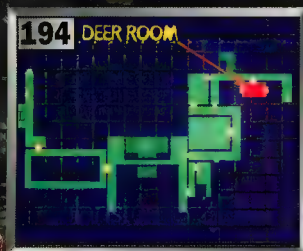
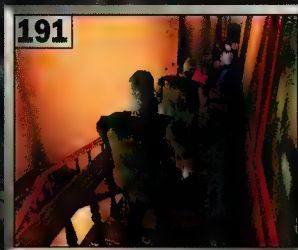
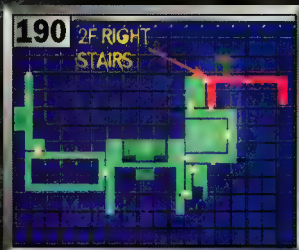
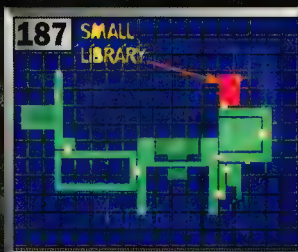
You can't open the closet door in here until you beat the game and then play through it a second time; see "The Special Key" section for more info.

You've now explored practically every room on the first floor, so return to the Hall and climb up to the 2F Hall. Go through the north-east door (176) into the "C" Passage (177). Kill the two Zombies with Shotgun blasts (178) and go through the middle (blue) door (179) into the Armor Room (180). Push the statues over the floor vents (181&182), push the switch in the floor (183), and take the SUN CREST (184&185).

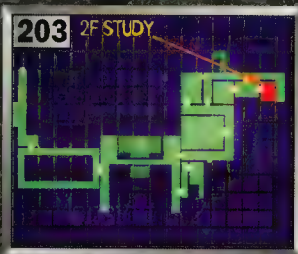
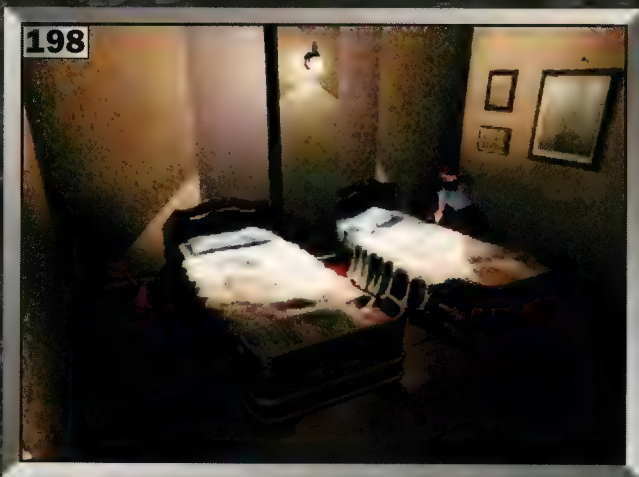
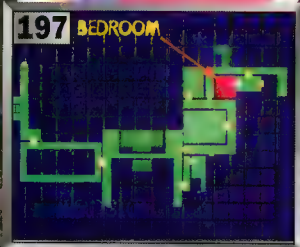


Return to the "C" Passage and go through the northwest door (186) into the Small Library (187). Take and read the BOTANY BOOK on the table (188). This handy tome explains how you can mix herbs together to make them stronger—Green and Red Herbs in particular.

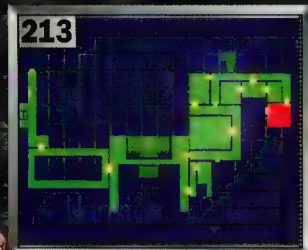
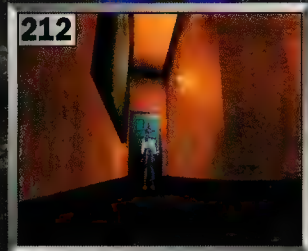
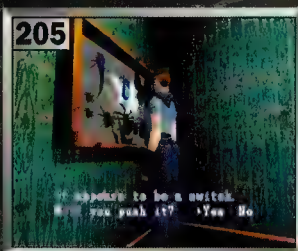
Go through the northeast door (189) to the 2F Right Stairs (190). Kill the two Zombies here (191) and unlock the south door (192) which leads back to the "C" Passage. Return to the stairs and go through the middle door (193). This is the last door that needs the ARMOR KEY, so discard it when the game gives you the option. Enter the Deer Room (194&195) and go through the west door (196) into the Bedroom (197). There's a CLIP around the corner of the right-hand bed, placed where you can't see it (198), and a RED HERB and LIGHTER on the shelf (199&200). Take all the goodies (If your inventory is full,



run to the Roofed Passage and use the Sun Crest to free up a slot. (201)), return to the Deer Room, and go through the east door (202) into the 2F Study (203). You will run into Barry and he will give you the Researcher's Will (204).

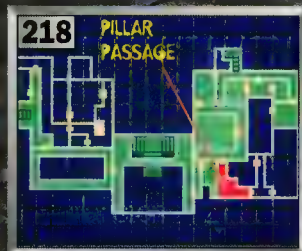


Press the switch in the cracked bug display (205) to drain the heavy aquarium (206) so that you can push it. Shove the aquarium to the right (207), then push the shelves to the right (208) and take the EXPLOSIVE ROUNDS behind them (209&210). Take the INK RIBBON inside the white jacket hanging next to the door. (211) Return to the 2F Right Stairs and go through the south door (212) into the Lesson Room Entry (213).



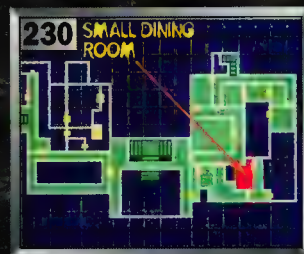
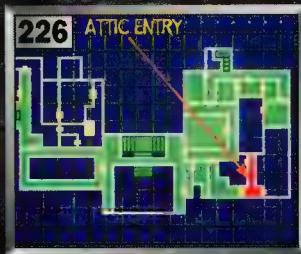
Use the **Lighter** on the fireplace (**214**) to scorch the painting (**215**) and reveal the **2ND FLOOR MAP** (**216**). Take it and gaze upon it from the inventory screen.

Return to the "C" Passage and go through the south door (**217**) into the Pillar Passage (**218**). You find Richard, a S.T.A.R.S. team member who's suffered the mother of all snakebites (**219**). He asks for help; run back to the Mansion Save Room on the west side of Floor 1F (**220**) and search the shelves to find **SERUM** (**221&222**). Bring the Serum back to Richard, who kicks the bucket anyway (**223**).



but not before giving you his RADIO (and a CLIP if you check twice). (224)

Go through the north door (225) into the Attic Entry (226). There's a Zombie just around the corner, so be ready for him (227). Unlock the Attic door with the SHIELD KEY and discard it (228), but don't enter the Attic yet. Run into the corridor the Zombie was blocking and go through the door (229) into the Small Dining Room (230). Use the Lighter on the candelabra to light up the room (231), then search the cabinet in the corner for a CLIP and take the INK RIBBON from the table. Push the shelves on the wall out of the way (232) and enter the small hidden closet (233), with ACID ROUNDS inside the cabinet (234&235). Return to a save room, put the Lighter into the Item Box (since you're done with it), and save the game. Return to the Attic Entry (236) and enter the Attic (237). This room is guarded by one gigantic snake (238). There are two ways

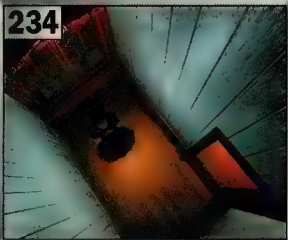


to do this: fight the snake by blasting him (239) until he crawls back into his hole, or try to run around him, grab the MOON CREST in his hole (240&241), and run back out of the room. Unfortunately, the running technique is much harder than it sounds, and besides, it's more fun to fight. So load up that Bazooka and shoot the snake (with explosive rounds) until he goes away. Take the MOON CREST (and take the shells sitting on top of barrels) and return to the Roofed Passage to pop it into place (242). If the snake bit and poisoned you, go to the Mansion Save Room first and get yourself some SERUM to guzzle.

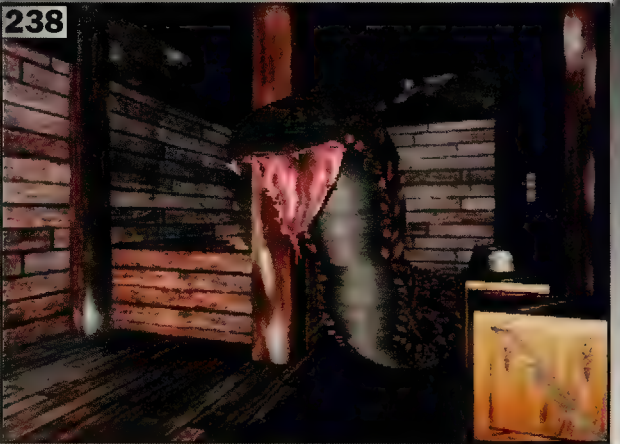
233



234



238



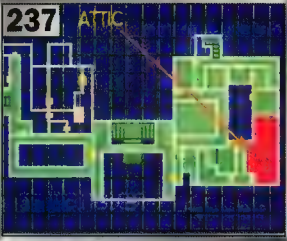
235



236



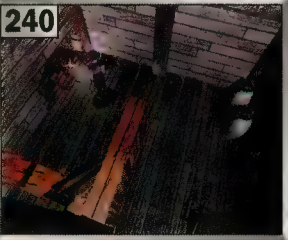
237 ATTIC



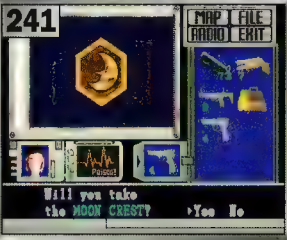
239



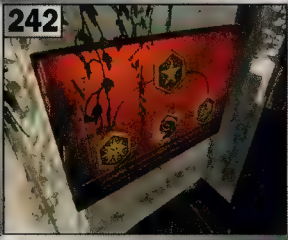
240



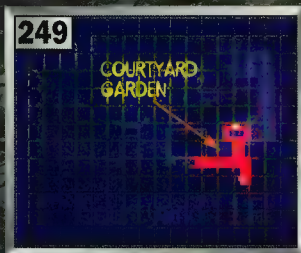
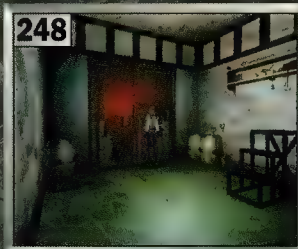
241



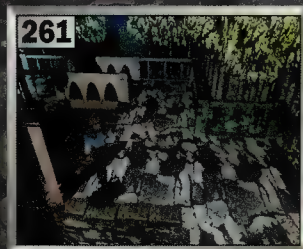
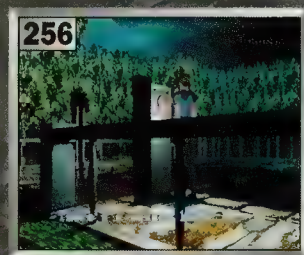
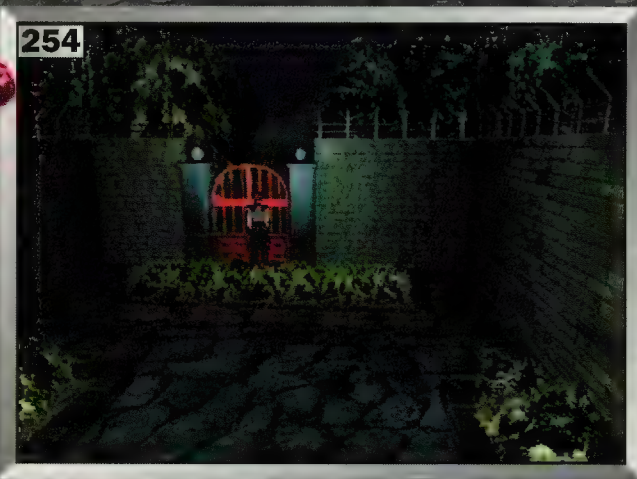
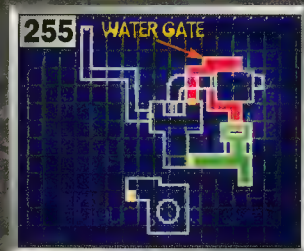
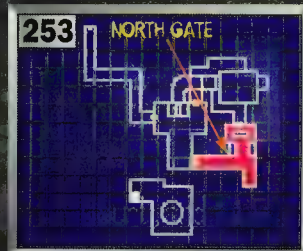
242



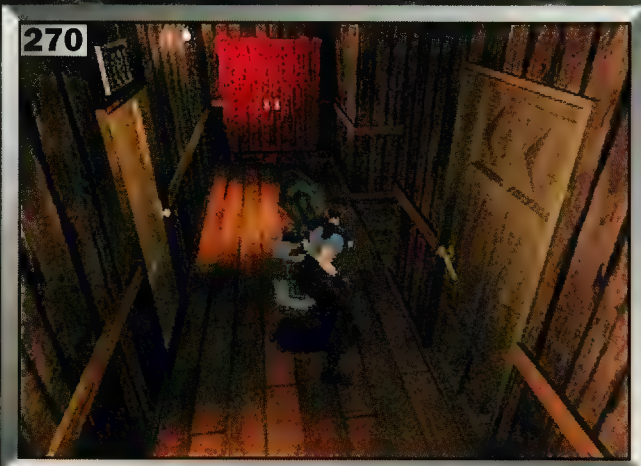
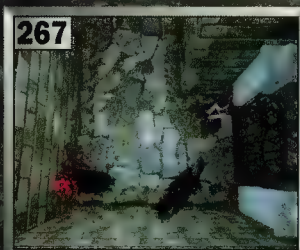
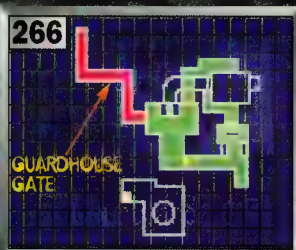
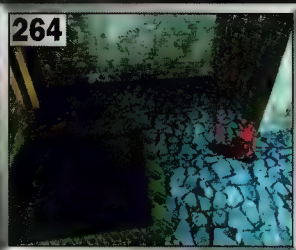
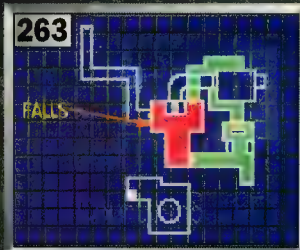
Go through the north door of the Roofed Passage (243) into the Store Room (244). Push the step ladder slightly to the left and up (245). Climb up and take the CRANK from the top shelf (246). CHECK it out in inventory and look at the end to make it a SQUARE CRANK (247). Go through the east door (248) into the Courtyard Garden (249). There are two Cerberus prowling the Garden grounds; blast them both with the Shotgun (250) and pick up all those luscious HERBS (after making radio contact with Brad) (251). Run to the west end of the Garden and take the GARDEN MAP conveniently stuck to the wall (252). Go through the North Gate (253) to the Water Gate (254&255). Run along the path and use the Square Crank on the square hole to raise the gate and drain the wa-wa (256&257), revealing a pathway (258). Jump down the ladder (259).



scoot across the path, and climb up the other side (260). Run along the path to avoid a love tap from the snakes that drop out of the trees (261).

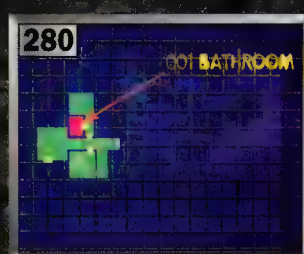
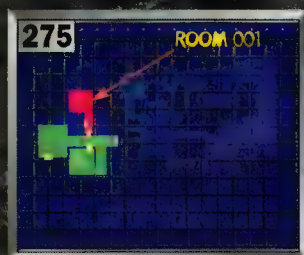


Use the elevator at the end of the path (262) to descend to the Falls (263). Two more Cerberus wait for you; shoot them dead (264) and go through the west gate (265) to the Guardhouse Gate (266). ANOTHER two Cerberus are here; shoot them (267) or run past them and go through the north door (268) into the Guardhouse Entry (269).



Push the statue east and south over the hole in the floor (270). There's a tentacle inside that hole that reaches out and grabs you if you don't. Go through the first south door (271) into the Guardhouse Save Room (272). Store your Herbs and the Square Crank, and take the EXPLOSIVE ROUNDS and the FIRST AID SPRAY (if you need it) (273). Go back out to the Entry and through the north door (274) into Room 001 (275).

There are two Zombies in 001. Blast them (276) and take the RED BOOK from the bed (277&278). Unlock the desk and snag the SHELLS inside. Enter the 001 Bathroom (279&280).

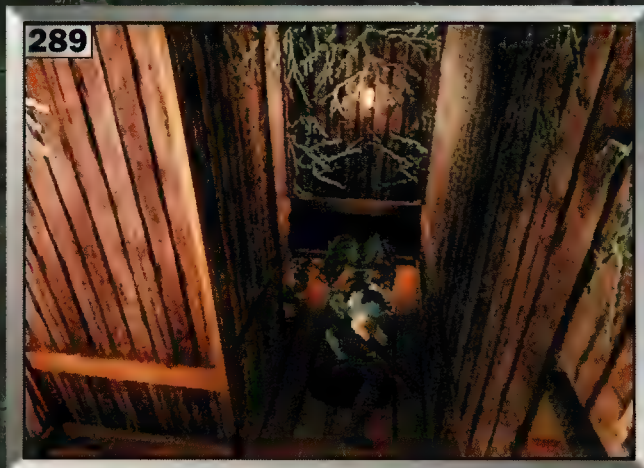
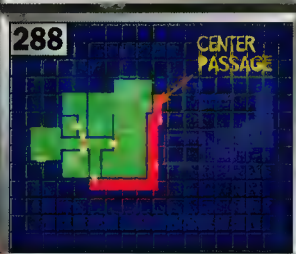


and unplug the clogged-up bathtub. (281) (Perhaps you have a hidden bottle of Liquid Drano in your inventory?) There's a CONTROL ROOM KEY inside (282). Go back to the Entry and through the east (red) door (283) into the Bar (284).

There are two big, fat, hairy, generally unpleasant spiders on the ceiling. Shoot them with the Bazooka to kill them (285), and watch as dozens of little spiders pop out of their bodies. You can kill the baby arachnids by running around the room and squishing them underfoot, but an easier way to get rid of them is simply to leave the Bar and come back. The baby spiders disappear when you do this. Clever, eh? Explore the room to find a CLIP and INK RIBBON, along with a pool table that seems to be some kind of clock (286).

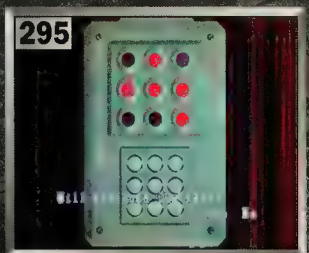
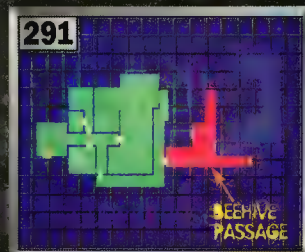
Return to the Entry and walk south past the statue-covered hole. Go through the door (287) into the Center Passage (288). Push the statue at the north end of the Passage north (289) and take the three GREEN HERBS behind it (or don't, if you're in good shape). Go through the middle door (290) into the Beehive Passage (291).

Run into the north end of the Passage, just underneath that big beehive (292), and take the DORMITORY KEY. CHECK it in inventory to see it's the 002 KEY (293). Run back to the



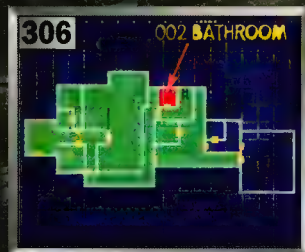
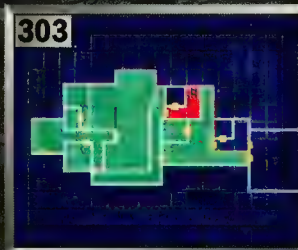
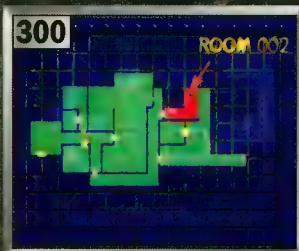
Center Passage to get the bees off your tail, then return to the Beehive Passage and examine the numeric keypad next to the north door (294&295).

This simple puzzle requires you to light up all the buttons by pressing the numbers. Each number causes certain lights to go on (if they're off) or off (if they're on). Experiment a bit until you recognize the patterns, then try to turn them all on. Shouldn't take you long. Go through the door into the Drug Storehouse (296). This room has four EMPTY BOTTLES—don't take them—and two messages scrawled on the wall. Read them both, although you won't understand them just yet (297&298). Go back to the Center Passage and unlock the north door into Room 002. You hear Barry's muffled voice as he converses with—himself? Someone else? Elvis? (299)



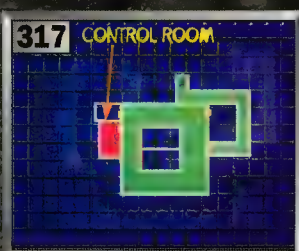
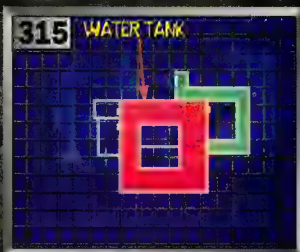
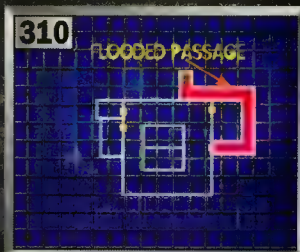
Go into Room 002 (300) and you have a brief chat with Barry (301), who says he was talking to himself and goes outside for some fresh air. Do you get the feeling he's a liar, liar, pants on fire? Take the DORMITORY MAP (302&303) from the wall and take the SHELLS from the locked desk. Now take and read the PLANT 42 REPORT from the bed (304). Well, well. Enter the 002 Bathroom (305&306), blast the Zombie (307), and take the CLIP inside the sink. Return to Room 002 and push around the shelves across from the bed (308) to reveal a ladder (309). Save the game with an INK RIBBON before you climb down.

You're now in the Flooded Passage (310), with three crates conveniently placed so you can shove them into the water and walk across the bridge. Actually, only two of the crates are conveniently placed; to get the third one into place, push it backwards into the hall that you just came from (being careful to leave space for you to get around it) and then push it for-



ward against the Passage wall. Now, shove it back down the length of the Passage then left into the water (311&312). Scarf one of the two GREEN HERBS in the Passage if you need to, then wade through the water (313) and go through the door (314) to the Water Tank (315).

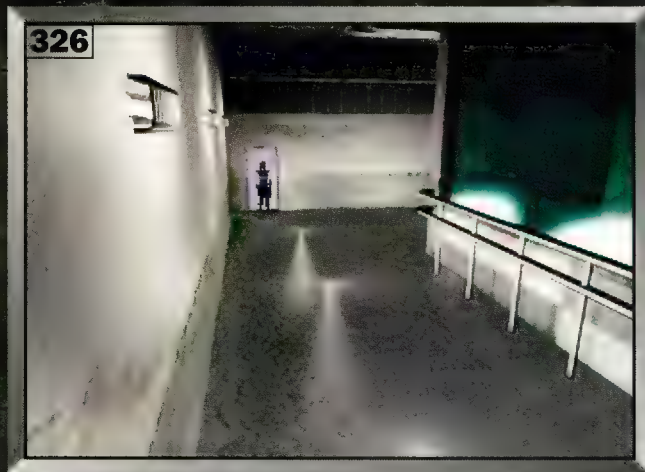
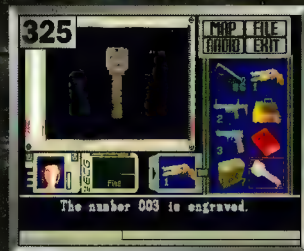
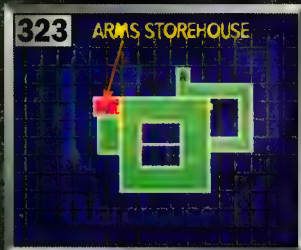
Run to the right and around the tank to find two adjacent (ooh, big word) doors (316). The one on the left is the Control Room (317), which is where you want to go. You get a neat cut-scene of a shark swimming up behind you, presumably to take a big bite out of Jill's not-so-big booty; get into the Control Room before you're chomped upon. Move the lever next to the blinking red light (318)



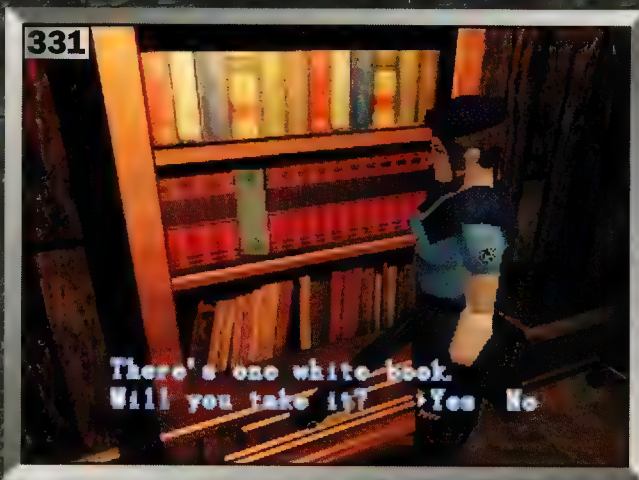
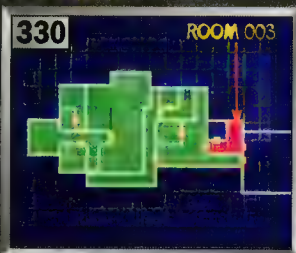
to drain the water out of the underground area (319). Cool. Push the red button next to the door (320) to unlock the door outside, right of the control room. Go back outside and check out the shark (and his two little buddies), flopping around helplessly (321). Shoot them if you so desire and go through the right-hand (northwest) door (322) into the Arms Storehouse (323).

Take two CLIPS, two SHELLS, and a DORMITORY KEY, (324) which a quick CHECK reveals to be the 003 Key (325). Return outside to the Water Tank and go through the northeast door (326) into the Security Room (327). Examine the large root (press the ACTION button) and the game tells you that it definitely looks like a plant root (328).

Climb back up the ladder to Room 002. Return to the Beehive Passage and use the 003 Key (329) to open the east door into Room 003 (330). Unlock the desk and snatch the INK RIBBON inside, then take and read the "V-JOLT" REPORT from the bookshelf (331). Now you know



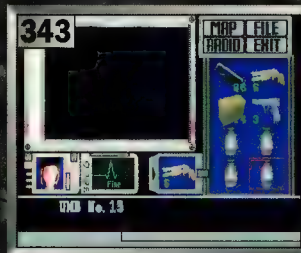
how to mix a concoction to severely weaken Plant 42. Use the Red Book in the bookshelf to reveal the hidden door (332) into the Plant Boss Room, but don't go through it, since you have to whip together some V-Jolt first. Dump off enough items at the Save Room to give yourself four inventory slots and go to the Drug Storehouse. Pick up all four EMPTY BOTTLES (333&334) and prepare for a little chemistry. Here's how it works: Water (which you get from the sink) (335) is 1; UMB No. 2 (which you get from the shelves across from the sink) (336) is 2; UMB No. 4 (which you get from the shelves on the far side of the room) (337) is 4.

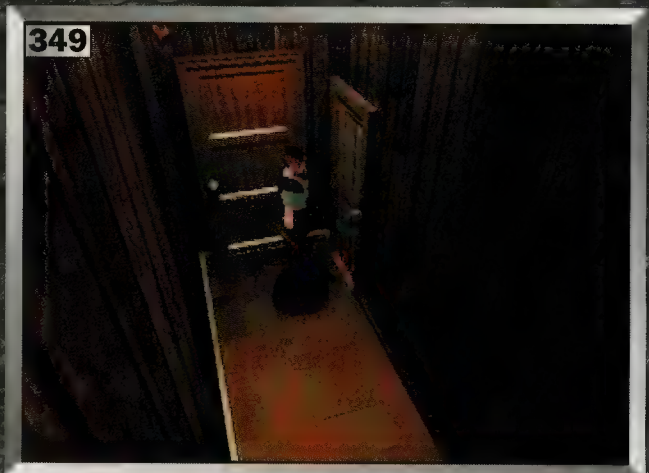
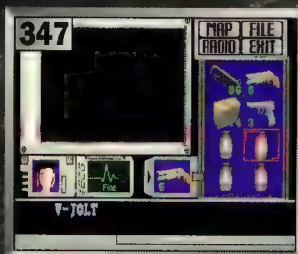


Combine (mix) 1 (water) with 2 to make 3 (338). Now, fill a bottle with 4, and mix 3 and 4 to make 7 (339). Fill a bottle with 2 (340), fill a bottle with 4 (341), and mix 2 and 4 to make 6 (342). Mix 6 and 7 to make 13 (343). Fill a bottle with 1 (344), fill a bottle with 2 (345), and mix 1 and 2 to make 3 (346). Mix 13 and 3 to make the mighty V-Jolt (347).

Go to the Save Room and swap your Empty Bottles for your good stuff. Go back down to the Security Room in the basement and use the V-Jolt on the roots (348) to make them whither. Return to Room 003 and enter the 003 Bathroom (349&350). Kill the Zombie (351) and take the FLAME ROUNDS for the Bazooka (352). Load it up and go through the hidden door (353) into the Plant Boss Room (354).

Because the V-Jolt has been applied, it only takes three shots from the Bazooka to kill Plant 42 (355). Very nice. Take the MAN-SION KEY from the fireplace (356)



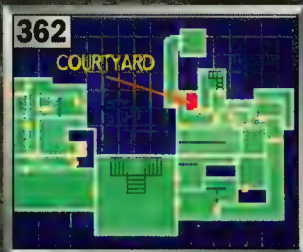


and CHECK it to see that it's a **HELMET KEY (357)**. Leave the Boss Room through the big doors (358) and return to the Center Passage. Wesker is here (359), and suggests that you return to the Mansion and unlock more doors. Duh. Return to the Save Room and save the game, then return to the Mansion.

There's a slight problem: almost every room of the Mansion that once had Zombies inside it now has an equivalent number of clawed creatures called **Hunters (360)**, which can take extreme punishment and can chop your head off with a single claw swipe. It might be wiser to run away from them whenever possible; the longer you stand still, the higher your chances of a gruesome beheading.

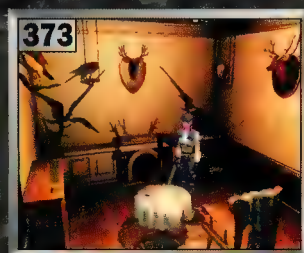
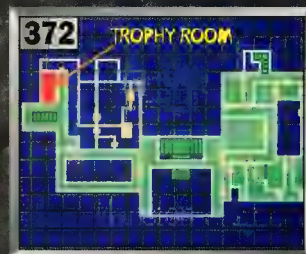
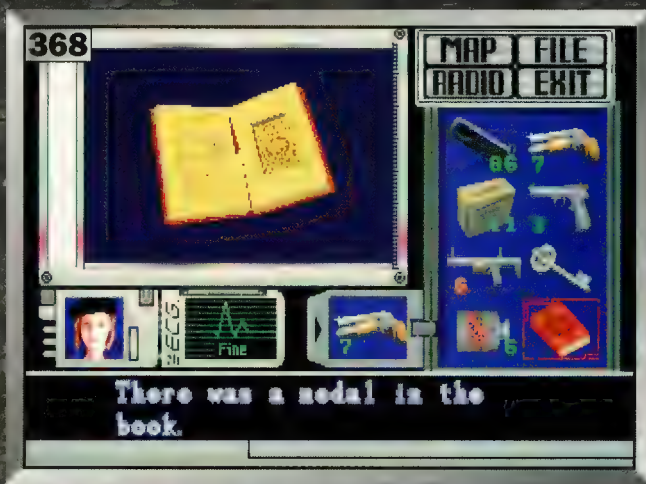
The first new room is the Study, on the first floor of the Mansion, near where you come in from the Courtyard (361&362). (Check your map!) Press the switch on the desk for some artificial light (363&364), and take the **MAGNUM ROUNDS (365)** (what could these be for, you wonder? We'll find out shortly) and the **DOOM BOOK 1 (366)**. CHECK the Book to open it up (367) and find an **EAGLE MEDAL** inside (368).

Head for the room under the 1F Stairs.



Barry has kindly put some extra goodies in the here for you (369): ACID ROUNDS, FIRST-AID SPRAY, and SHELLS. The Acid Rounds are particularly nice, since they kill a Hunter with a single shot. Now head for the left side of Floor 2F, using the 1F Right Stairs to climb up before you start going west (370).

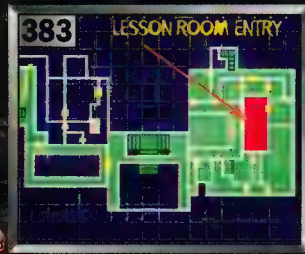
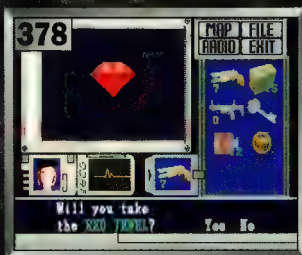
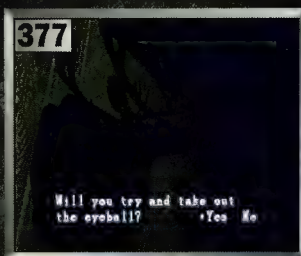
Go to the 2F Left Stairs (stay alert for lurking Hunters) and through the west door (374) into the Trophy Room (372). Take and read the ORDERS from the table (373). The plot just gets thicker and thicker, don't it? Take the MAGNUM ROUNDS and SHELLS from the side table. Push the stairs slightly to the left and into the wall (374), below the moose head. Hit the switch next to the door to turn out the lights (375).



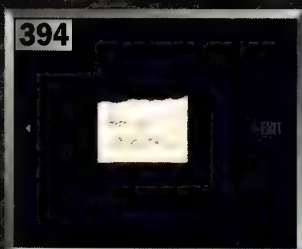
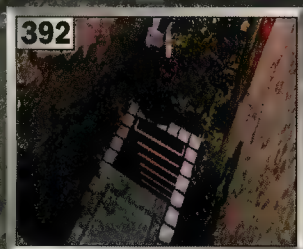
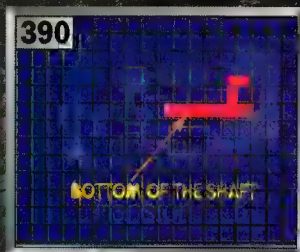
and reveal something hidden in the head (376). Climb the stairs and take the "eyeball," (377) which turns out to be a RED JEWEL (378).

Return to the Tiger Statue Room on the east side of Floor 1F (connected to the "F" Passage) and use the Red Jewel in the head (379) to reveal the very cool COLT PYTHON (380&381). This gun, like the Shotgun, can blow a Zombie's head off at close range. Climb back to Floor 2F and go to the Lesson Room Entry on the east side of the Mansion (382&383). By this time, you might want to dump the Beretta and Clips in an Item Box, since it's just about useless against the monsters you're now facing. You should also save the game and put a few Herbs into your inventory.

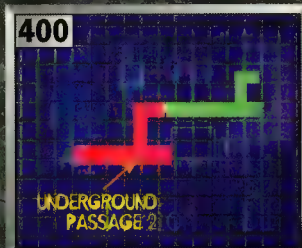
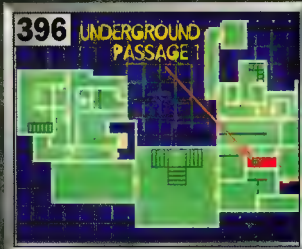
Go through the Lesson Room Entry and into the Lesson Room itself. Discard the Helmet Key as you go inside. Diddle with the piano (384) to attract the giant snake you creamed earlier (385). He seems slightly pissed. Use the Bazooka,



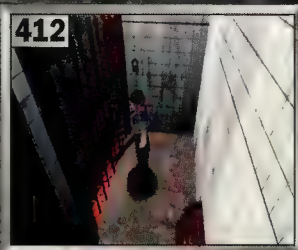
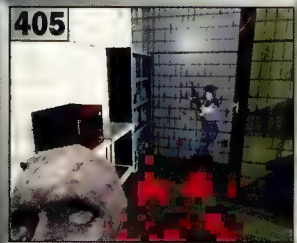
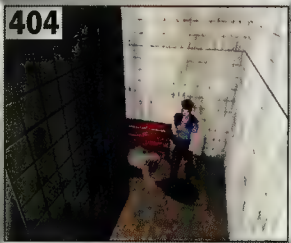
then the Shotgun or Magnum, and shoot until it dies and dissolves into a pile of purple goo (386). Examine the hole that the snake smashed into the floor (387) and Barry shows up, offering to lower you into the darkness (388). Gee, how kind. As you reach the Bottom of the Shaft, Barry drops the rope and runs off to get another one (389&390). While he's gone, walk over to the tombstone and push the switch (391) to reveal a ladder (392). Barry returns and brings you back up (393), then gives you the PASS NUMBER for the electronically locked door at the 2F Left Stairs (394).



You have two ways to enter the left side of Floor 2F; I humbly suggest you climb back into the hole and down the ladder (395) into Underground Passage 1 (396). There are two Zombies here (397), and a box of SHELLS (398) in the north part of the passage. Go through the west door (399) to Underground Passage 2 (400), where you have the unpleasant sight of two Zombies feasting on a third (401). If you want the two GREEN HERBS next to the body, you have to kill the Zombies. Otherwise, don't disturb them

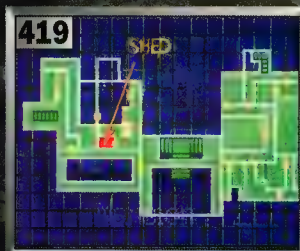
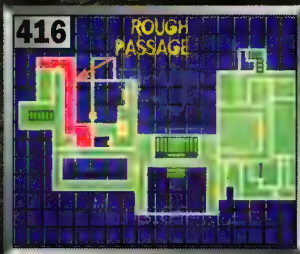
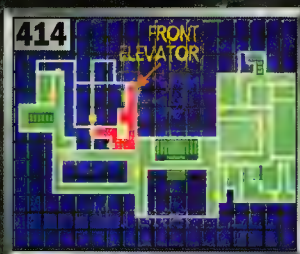


and get them in the mood for fresh meat. Go through the next door (402) into the Underground Kitchen (403). There's a Zombie playing dead next to the Kitchen elevator; pop him a couple times in the back to kill him (404), then go open the west door. A Zombie shambles down the stairs and pops out of the door. One quick Shotgun blast takes care of him (405). Now, go through the west door (406) and up the stairs (407&408), to the 1F Elevator (409)—which doesn't seem to work (410). Unlock the door to the Tea Room (at last!) (411) and go back down the Stairs to the kitchen. Use the elevator (412&413)

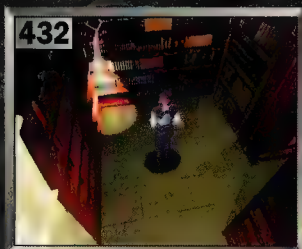
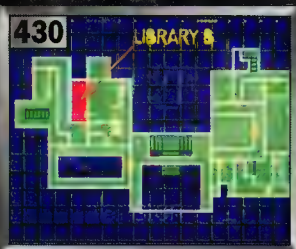
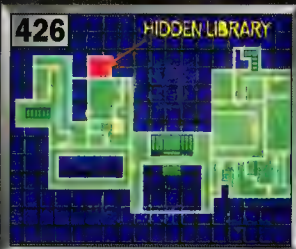
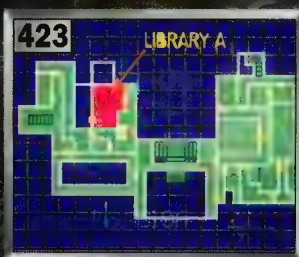


to go to the Front Elevator on Floor 2F (414).

Shoot the two Zombies and take the GREEN HERB just north of the elevator. Go through the west door (415) into the Rough Passage (416). There are two Zombies here, along with two GREEN HERBS and a BLUE HERB (417). Take the Herbs if you want and return to the Front Elevator. Now go through the south door (418) into the Shed (419), which has two EXPLOSIVE ROUNDS and a BATTERY (420&421) for the elevator in the Courtyard. Return to the Front Elevator and go through the north door (422)

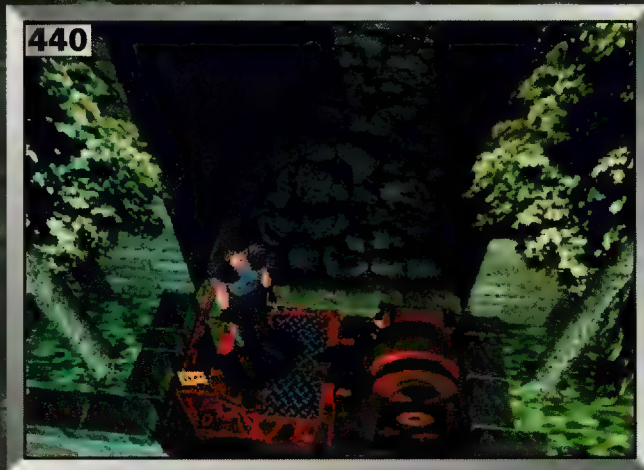
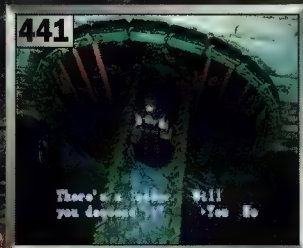
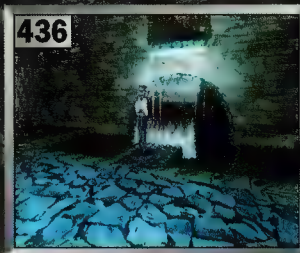


into Library A (423). Kill the two Zombies (424); one of them is guarding a SCRAPBOOK on the ground. Unlock the desk and take the MAGNUM ROUNDS inside. Push the shelves at the north end of the room (425) and enter the Hidden Library (426). Walk to the window and look out at the heliport (427&428), then take the CLIP on the shelf and the INK RIBBON on the table. Return to Library A and go through the west door (429) into Library B (430). Push the switch on the wall (431) to turn on a spotlight in the corner (432).



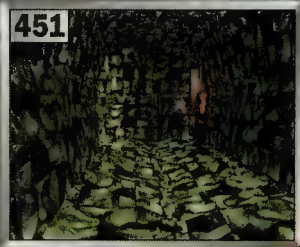
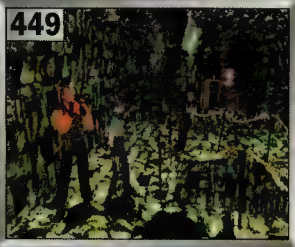
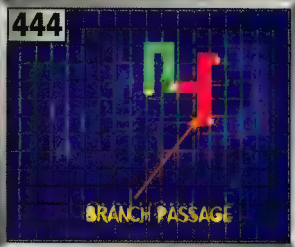
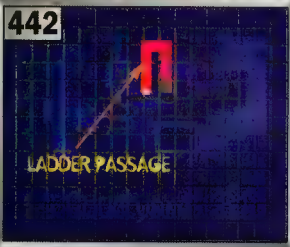
Push the statue into this spotlight (433) to open a small hidden area (434) with a MO DISK (435)—the first of three. You've now explored the entire Mansion, so return to a Save Room, stash the MO DISK in the Item Box, take the SQUARE CRANK, and save the game.

Go to the Falls in the Courtyard (436). Go to the opposite end of the Courtyard and use the Battery (437) then go up the newly activated elevator (438). Return to the Water Gate and use the Crank on the square hole



(439) to close the gate again. Go down the same elevator again (440) and walk to the ladder underneath the waterfall—or, rather, where the waterfall used to be.

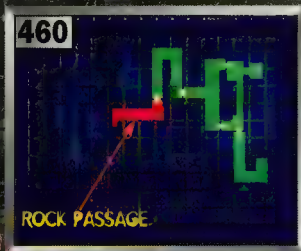
Use the ladder (441) to enter the Ladder Passage (442). Go through the east door (443) into the Branch Passage (444). It's Barry! Agree to go with him (445) and make him go ahead of you (446). Follow him through the north door (447) into the Darkness Passage (448) and watch as he guns down a Hunter (449). Go to the power generator on the east side of the room and take the EXPLOSIVE ROUNDS and FIRST-AID SPRAY (450). Go through the south door (451)



into the Enrico Room (452), so named because you find S.T.A.R.S. member Enrico at the end of the room (453). He tries to tell you who's behind this entire crazy operation, but gets shot in the head (ouch) before he can name names.

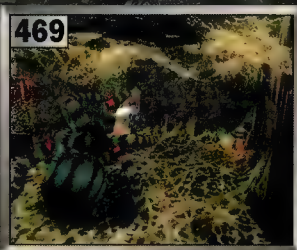
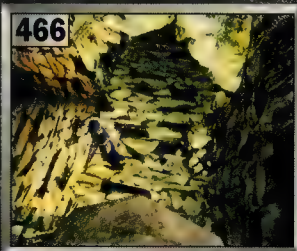
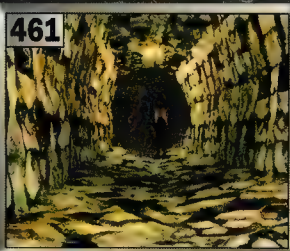
Barry starts to examine Enrico's corpse (454). As you walk to leave the room, notice that a CRANK has been dropped on the ground near the door (455). Take it and CHECK it in inventory to turn it into a HEX CRANK (456). Return to the Ladder Passage where you entered this area, avoiding the Hunters along the way. (If you return again to the Enrico Room, Barry is gone and you can search Enrico's body to find a CLIP, but that's a waste of time. Better to stay in the Ladder Passage.)

Walk to the hexagonal hole on the west side of the Ladder Passage (457) and use the Hex Crank to open the passage to the door (458). Go through the door (459) into the Rock Passage (460). Run



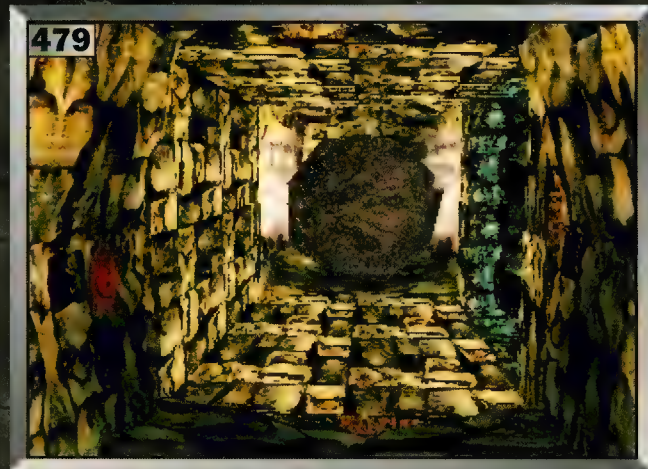
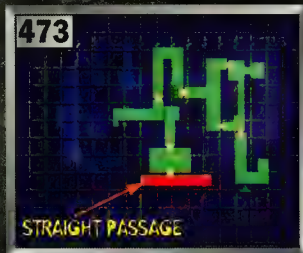
down the passage until you're right next to the huge boulder (461). Run away from it until it starts to roll (462), then run to the door and wait for it to roll past you. Walk to where the boulder was and a Hunter comes into the room. Kill him (463) and take the FLAME ROUNDS out of the nook in the wall (464&465). Now run into the hole created by the boulder (466) and enter the Spider Boss Room (467&468).

Use the Bazooka or Magnum to quickly dispose of the spider (469), then search the corners of the room for an INK RIBBON and a COMBAT KNIFE (470).



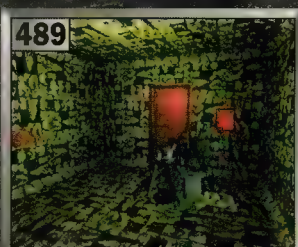
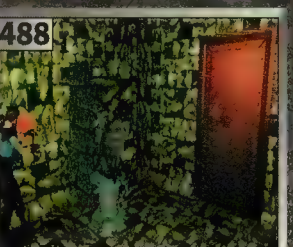
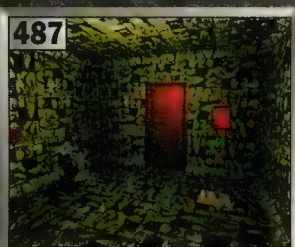
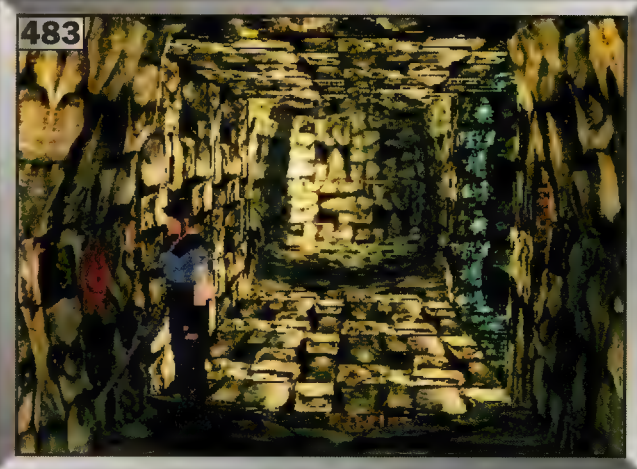
Take the Knife (471) and use it to slice through the webs on the south door (472). (You can also blast through the webs with a weapon, but isn't that being wasteful?) Go through the south door into the Straight Passage (473), then go through the east door (474) into the Underground Save Room (475). Very nice. Save your game and juggle around your inventory with the Item Box as needed. (You can drop the Square Crank, since you're now done with it.) Return to the Straight Passage and go through the west door (476) into the Crank Passage (477).

Run up to the boulder (478) and run away, this time ducking into the hole in the wall (479). Go to

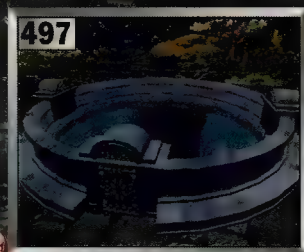
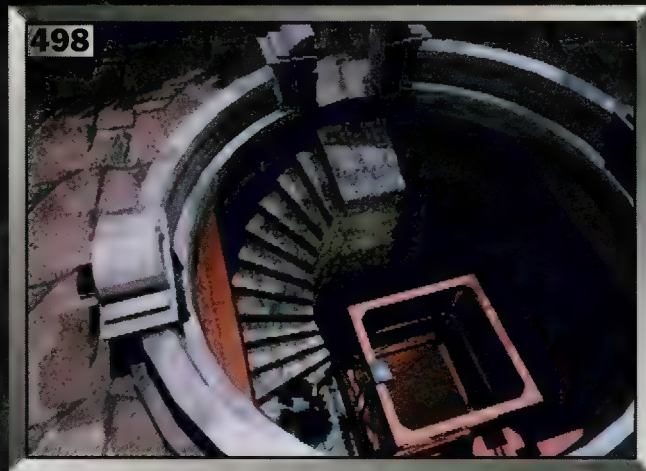
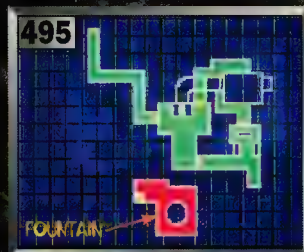
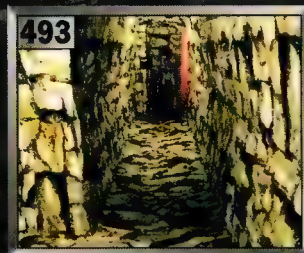
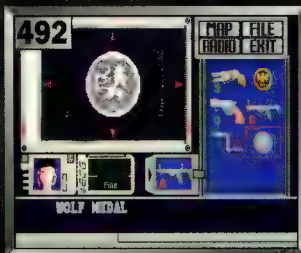
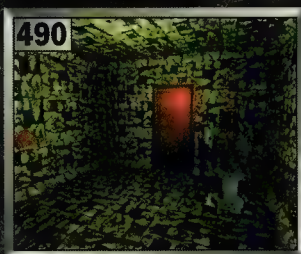


the end of the passage and take the UNDERGROUND MAP (480) and MO DISK (481&482). (You can throw the Disk into the Item Box.) Go to the hexagonal hole in the wall (483) and use the Hex Crank twice to rotate the hole to the south wall (484). Go through the hole and the door (485) into the Item Passage (486).

Push the statue along the wall until it's halfway between the hexagonal hole and the wall (487). Use the Hex Crank to push the statue outward (488), and use it again to retract the wall again. Push the statue over the pressure plate on the ground (489).



to reveal DOOM BOOK 2 (490&491). CHECK it in inventory to find a WOLF MEDAL (492). Return to the Save Room and get the Eagle Medal. Return to the Crank Passage (493) and take the elevator up (494) to the Fountain (495). Place the Medals on either side of the fountain (496) to reveal stairs (497&498) leading to the Under Fountain area (499&500), the first room in the Laboratory (501). The elevator door is locked, so climb down the ladder (502) to the Ladder Room (503). There's an Item Box here, but no Typewriter. Stash the Herbs you grabbed at the Fountain (if you didn't get them, you should) and go through the south door (504) into the Stairs (505). There are two shambling Zombies here for the shootin', along with the third MO DISK on the desk (506). Climb down the stairs (507) to the "O" Passage (508) on Floor B3.





499



500



501

UNDER FOUNTAIN AREA



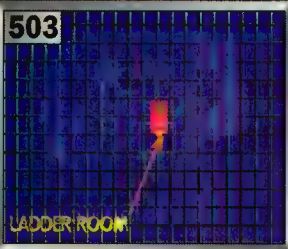
502

There's a ladder. Will
you descend it? (Yes, No)



503

LADDER ROOM



504



505

STAIRS



506

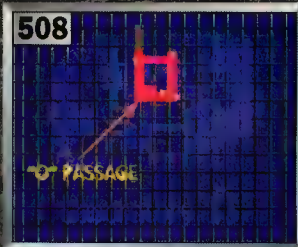


507

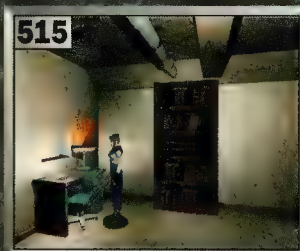
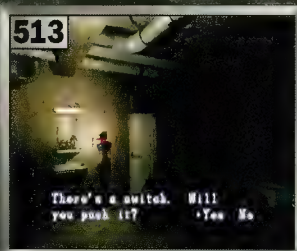
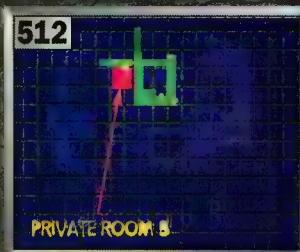
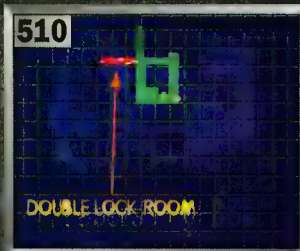


508

TO PASSAGE



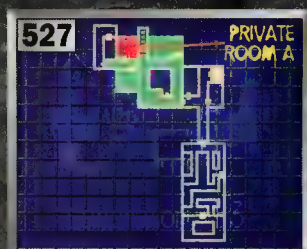
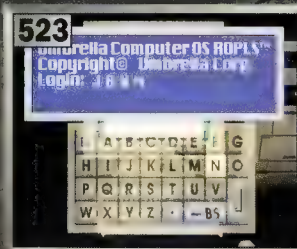
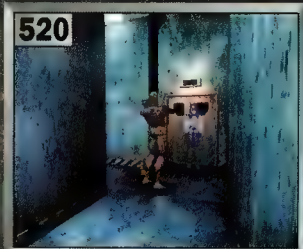
This room is jammed with four Zombies, and they don't always stay dead when you kill them (they are the undead, ya know). Go through the west door at the bottom of the stairs (509) into the Double Lock room (510). Go through the southeast door (511) into Private Room B (512). Push the light switch next to the door (513), then look at the portrait on the far wall (514), then look at the portrait on the far wall (514). Strange symbols, indeed. Ignore the CLIP inside the crate—you don't need it—but definitely take the RESEARCHER'S LETTER from the desk (515) and read it. Push the shelves next to the desk (516) and push the switch behind it (517). This turns on a bluelight. Look at the portrait on the far wall and notice that the symbols have become letters (518). This is how you translate those symbols in the Letter. (We've already done the work for you, though—the password is MOLE.) Return to the "O" Passage and search the hole on



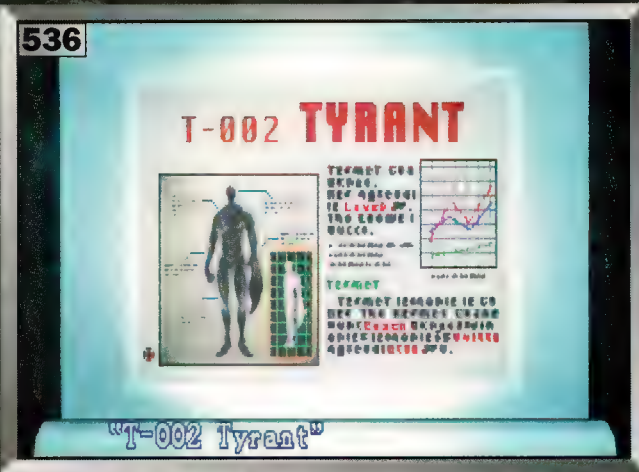
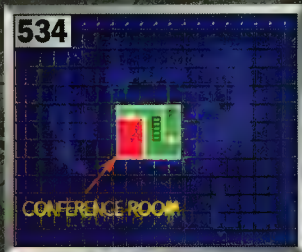
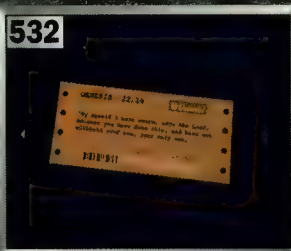
Something is written on the picture...

the east wall (519) to find a very well-hidden INK RIBBON. Go through the north door (520) into the Small Lab (521). Turn on the computer (522). Enter the login name "JOHN" and the password "ADA" (523). You're in! Select Floor B2 and enter the password "MOLE" to unlock the northwest door. Select Floor B3 to automatically unlock the north door in the Double Lock room. Log off the computer and pick up the SLIDES on the floor (524&525) before you leave.

Return to the Double Lock and go through the north door (526) into Private Room A (527).

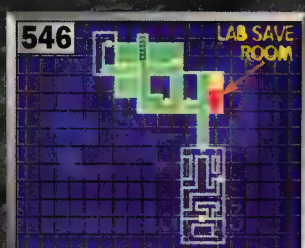
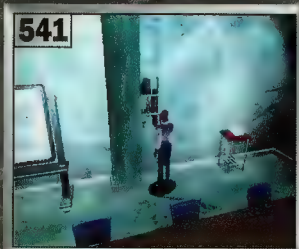
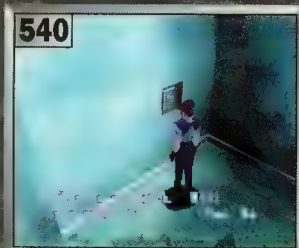
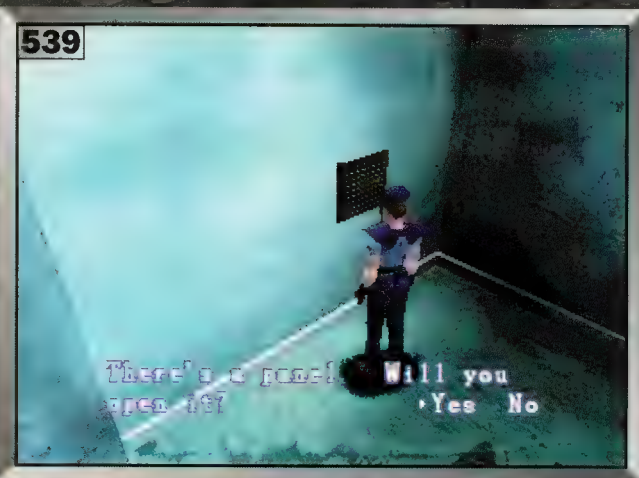
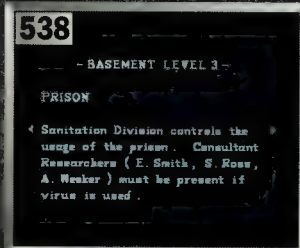


Make sure your Shotgun is loaded up, because you need to kill a whopping four Zombies. Stay at the door and blow their heads off one by one (528). Take the INK RIBBON inside the box in front of the naughty poster (529), then take and read the FAX in the wall niche (530). Use a MO Disk on the pass code machine (531) to obtain PASS CODE 01 (532). (Finally, a little breathing room in your inventory!) Climb up to Floor B2 and go through the northwest door (533) into the Conference Room (534). Use the Slides on the projector to learn the names of a few of the creatures that have been trying to feast on your entrails (535). The final monster in the slideshow from Hell is one you haven't seen yet—the Tyrant (536). What's a Tyrant (gulp)? Search the bookshelf in the

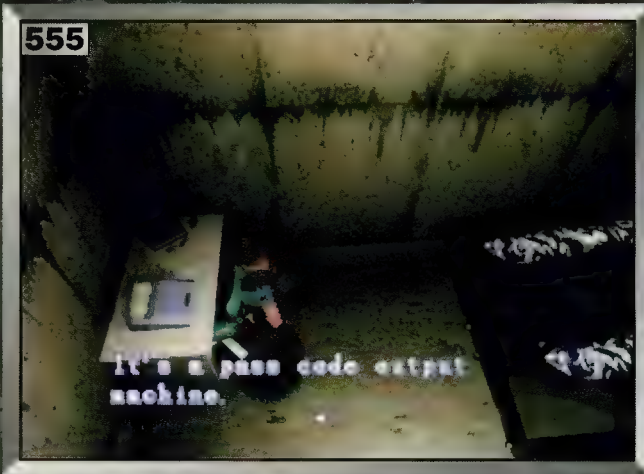
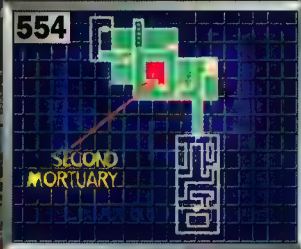
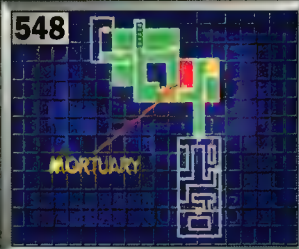


corner to find a document about the SECURITY SYSTEM (537). Wesker is involved with this project?! That toad (538)! Open the panel in the corner (539) and push the switch (540) to reveal a hidden niche with the LAB KEY (541) inside (542). Take it and return to Floor B3.

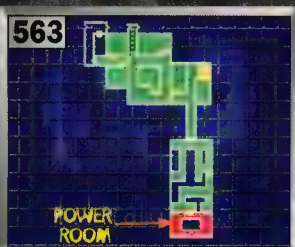
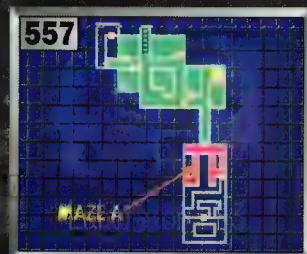
Use the Lab Key on the east door of the "O" Passage (543) and go through the door into the Elevator Entry (544). Kill the two Zombies and enter the east door (545). It's the Lab Save Room! (546) Yay!



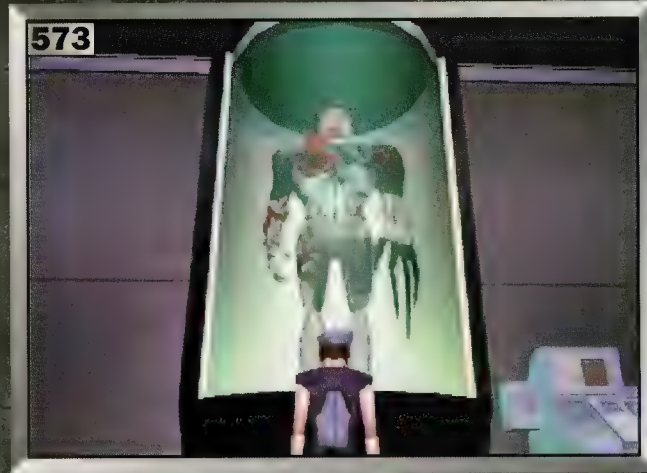
Take the FLAME ROUNDS and INK RIBBON from the shelves and save your game. Go back outside and through the west door (547) into the Mortuary (548). Take the SHELLS from the table and prepare to solve one of the game's trickier puzzles. There are two vents and a switch on the floor; you want to cover the vents before you hit the switch, lest you be killed by poison gas. First, push the step ladder up and right into the corner (549), but leaving enough space so you can push them later. Now push the top crate left, down, (550) and left onto the lower vent. Push the bottom crate up and left (551) onto the top vent. Finally, push the step ladder into position over the switch (552). If you did this right, poison gas won't flood the room. Crawl through the air shaft at the top of step ladder (553) into the second Mortuary (554), complete with bodies in plastic bags. Take the MAGNUM ROUNDS from the shelf and use a MO Disk on the pass code machine for PASS CODE 02 (555). Leave through the door and run back to the Elevator Entry. You might want to save the game again, since you're entering the home stretch.



Walk south from the Elevator Entry (556) into Maze A (557). You can run past the creatures on the roof or blast them with the Bazooka. Find the power panel in the southwest corner (558) and turn it on, then go through the southeast door (559) into Maze B (560). Find the pass code machine in the southeast corner and use a MO Disk for PASS CODE 03 (561). Go through the southwest door (562) into the Power Room (563). Use the terminal at the east end of the room (564) to turn on the elevator power. You'll also find a triggering system activator, but you can't do anything with it. Return to the Double Lock and go to the west door. Enter the three Pass Codes (565)



and go through the door into the Cell Entry (566). Walk up to the Cell and look inside to have a chat with the imprisoned Chris (567). Return to the Elevator Entry and use the elevator (568); Barry shows up (569), and you go down to Floor B4 together (570). You encounter Wesker in the Tyrant Room Entry and get to watch the game's longest "intermission" sequence as Wesker explains his nefarious scheme (571). What a butt-head. After Barry smacks Wesker on the back of the head (572), you automatically enter the Tyrant Room (573). Barry shuts off the Tyrant's life support (574), which makes the big guy angry. He smashes out of his prison (575) and claws Barry in the gut (576). Arm your Bazooka and shoot the Tyrant until he drops (577). (It should take around four shots.) Run to Barry's side and examine him. Remarkably, he's okay. Leave the Tyrant Room and you automatically return to Floor B3 (578). Save the game if you have an Ink Ribbon left.

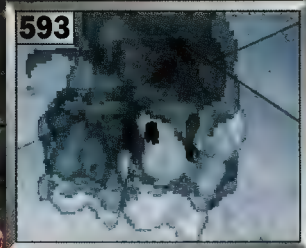
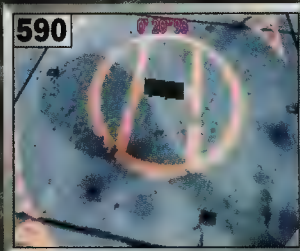


Return to the Cell and rescue the grateful Chris (579). The creatures from the Maze are patrolling the "O" Passage, but don't bother shooting them unless you have plenty of ammo. Better to run past them and save your Bazooka rounds for any upcoming battles (hint, hint). With Chris liberated, return to Floor B1, where Barry is waiting at the elevator (580). Take the elevator up to the Heliport Passage (581). Run through the Passage and Brad sends you a quick radio message. Take the BATTERY at the end of the Passage (582) and put it into the door slot (583). Something big makes a noise at the other end of the Passage (584),

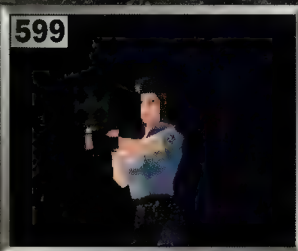
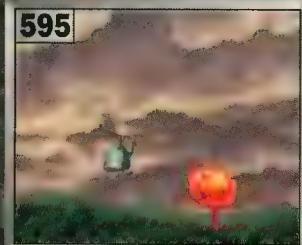
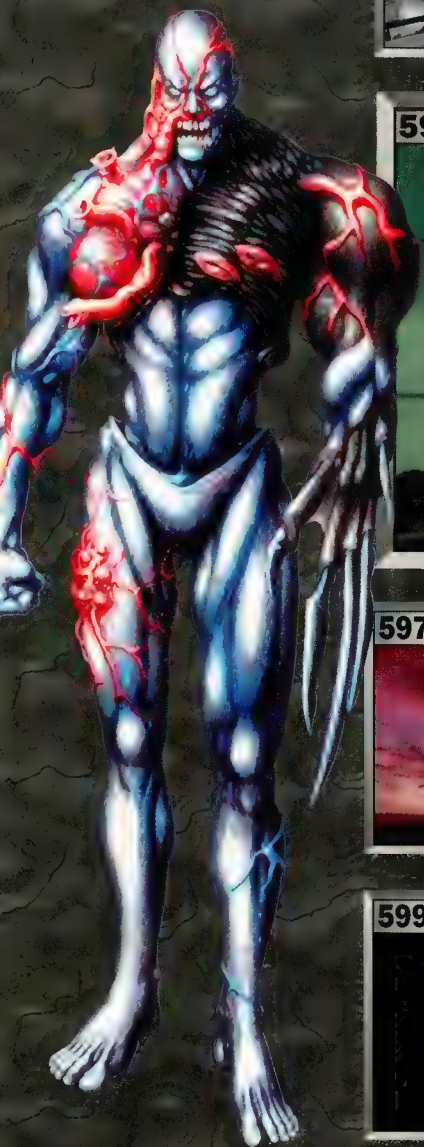


and Chris and Barry send you up to the Heliport (585) while they take care of it. Chauvinist, but probably not a bad idea. Take the FLARE out of the crate next to the Heliport door (586&587) and use it near the middle of the helipad (588). Our man Brad sees the signal and brings the chopper in for a landing, but his touchdown is interrupted by the Tyrant, who smashes through the helipad for a final showdown (589). Video Game Cliche #318: The final boss never dies just once.

Blast the Tyrant with your Bazooka until you run out of ammo, then switch to the Magnum and keep firing until Brad drops a ROCKET LAUNCHER (590&591) onto the middle of the helipad. (Some First-Aid Spray would've been nice, too, Brad.) Run to the Launcher, pick it up, equip yourself with it, and shoot the Tyrant before he kills ya (592). It only takes a single rocket to blow the Tyrant into many hundreds of fleshy chunks (593). You



win the game, and are rewarded with the "good" ending, (594-599) since you saved both Chris and Barry. You also get an ending screen that shows your total completion time and number of saves (600). You da man—er, you da woman!



CHRIS

Chris Redfield

Age: 25

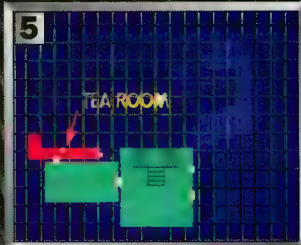
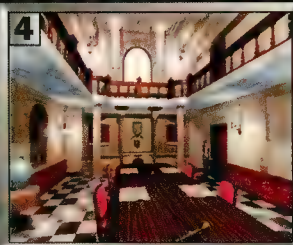
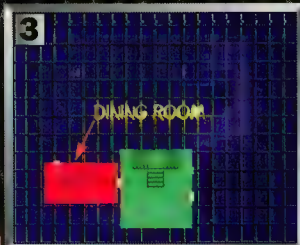
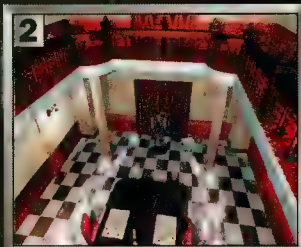
Height: 181 cm

Weight: 80.4 kg

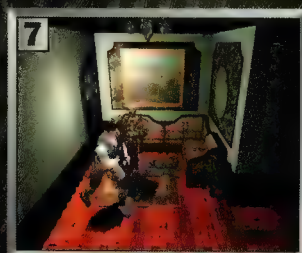
Chris Redfield's quest through Resident Evil is quite a bit tougher than Jill's. He can only hold six items, which means he's often running back to rooms with Item Boxes so he can drop stuff off or pick stuff up. He can't find anything more powerful than the Shotgun until quite far into the game, which means it's a lot harder to kill the monsters prowling the mansion grounds. There is one huge advantage to being Chris: for an all-too-brief period of time, you get to use the Flamethrower, a weapon that eats ammo like it's going out of style. For several puzzles that require superior brain matter, Chris calls upon the aid of Rebecca Chambers, the youngest and peppiest member of S.T.A.R.S.; this talented gal can play the piano, mix together volatile chemicals, and even run errands for Chris when necessary.

The Walkthrough

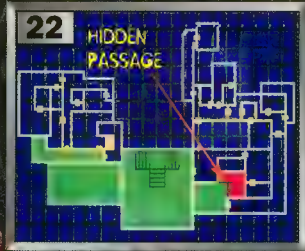
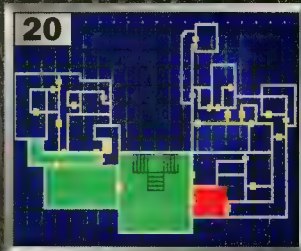
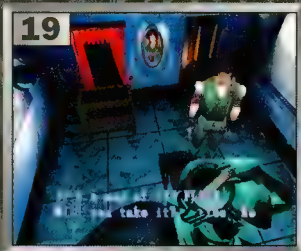
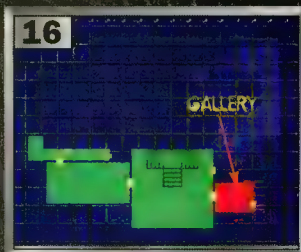
You start in the Hall (1) and automatically walk into the Dining Room (2&3) to investigate a gunshot. There's nothing here but an annoying grandfather clock, so walk through the north door (4) into the Tea Room (5). Walk to the west side of the room to find a Zombie



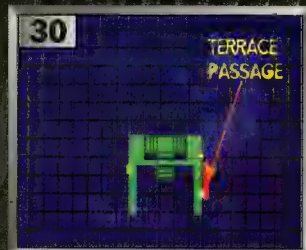
chomping on some poor sap's body (6). Since you're armed with nothing but a Combat Knife and harsh language, you'd be wise to run (7) back to the Hall to report your gruesome sighting. Hey, where'd everybody go (8)? Pick up Jill's **BERETTA** (9&10) from the floor and return to the Tea Room. Kill the **Zombie** (11) and search the dead body (12) ("Alas, poor Kenneth—I knew him, Horatio...") twice (13) for two **CLIPS** (14).



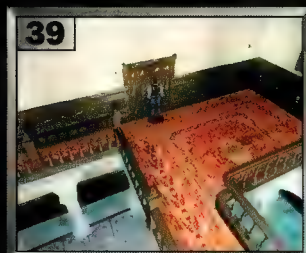
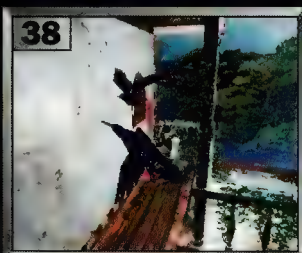
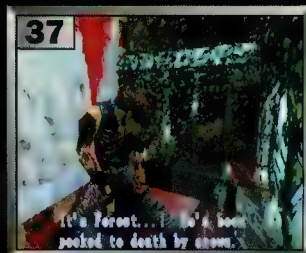
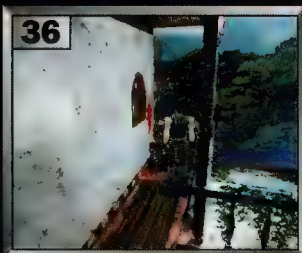
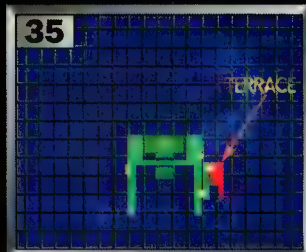
Return to the Hall and go through the east door (15) into the Gallery (16). Walk to the east side of the room and you can see a parchment tucked into the statue's pot (17). Push the step ladder to the left and line them up with the statue (18), then push them into the statue. Climb the step ladder and take the 1ST FLOOR MAP (19). Check it out at the inventory screen. The rooms you've already explored are green; the room you're currently in (Gallery) (20) is red; the rooms you've haven't explored are blank. Go back down the step ladder and push those shelves in front of the curtain to the left (21). Enter the "Hidden" Passage (22) to find a not-really-sleeping Zombie around the corner; shoot him in the back to kill him, or just walk around him. (If he latches onto you, press the ACTION button to squash his head beneath your boot.) (23) On the shelves behind the Zombie (24) is the first INK RIBBON (25). Return to the Hall and take a second INK RIBBON from next to the Typewriter (26), then climb up the stairs to the 2F Hall (27&28).



Go through the southeast door (29) into the Terrace Passage (30), where you find a SMALL KEY twinkling next to the vase (31&32), and a whole lotta something that's either chocolate syrup or, this being a monster-filled mansion and all, blood (33).



Walk through the north door (34) and out to the Terrace (35). You stumble into the crow-pecked corpse of Forest (36&37). Examine his body and you're attacked by three of the evil avians (38). Grab the CLIP next to Forest and run back out to the 2F Hall before you get swooped upon. From the 2F Hall, go through the west door (39) into the 2F Dining Room (40). There are two Zombies in

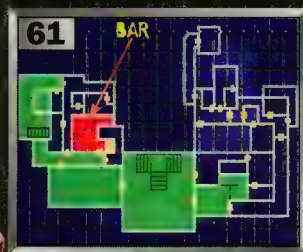
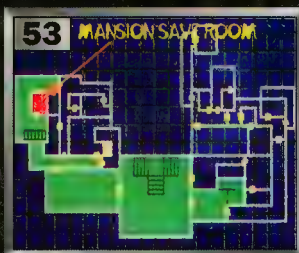


here, easily ventilated with the Beretta, but you should only kill the one closer to the Statue (41) to save ammo. Push the gray statue through the hole in the railing (42) and it crashes to the floor (43). Return to the 1F Dining Room and pick up the BLUE JEWEL (44&45), then return to the 2F Dining Room and go through the north door (46) to the 2F Left Stairs (47). Kill the trio of Zombies (48) (which leaves your ammo supply dangerously low) and climb down (49) to the 1F Left Stairs (50). Put the two Zombies down for the count (51) (or avoid them) and go through the door below the stairs (52).



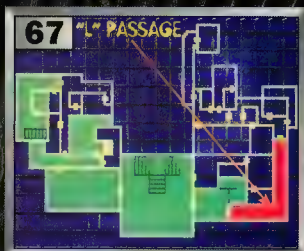
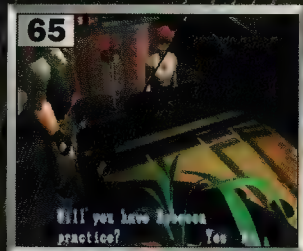
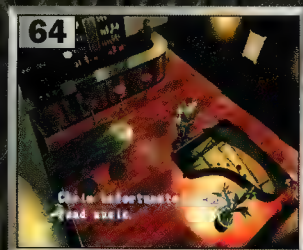
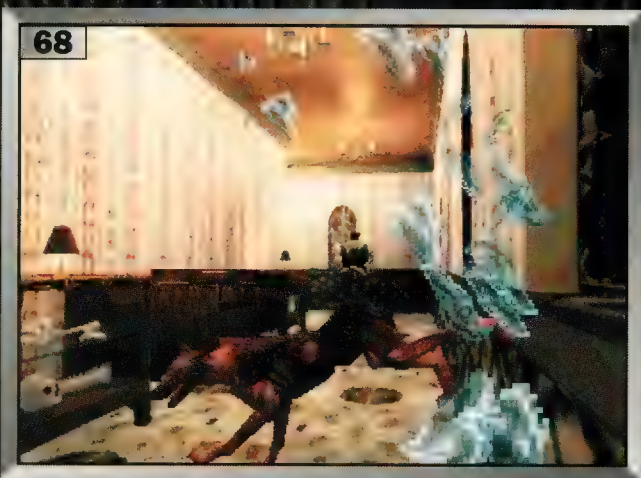
into the Mansion Save Room (53). As you enter the room, you get maced in the face (54) by Rebecca Chambers, the newest member of S.T.A.R.S., who quickly apologizes for causing the incredible burning pain in your eyes (55). There are an Item Box and Typewriter in the Save Room, and a MANSION KEY on the bed (56). CHECK the back of the Key to find out it's really the SWORD KEY (57). Now you can start opening some doors! Save the game with one of your Ribbons (58) and store the other in the Item Box, along with the Combat Knife, Blue Jewel, and Small Key. Take out the two CLIPS and COMBINE them in inventory.

As you leave the Save Room, Rebecca asks if she can come with you. Say "Yes" to make her very happy. (59) Return to the Tea Room on Floor 1F and go through the northeast door (60) into the Bar (61). Run around to the rear left of the piano and push the shelves to the right (62). Take the MUSIC NOTES (63) the shelves were blocking and use them in front of the



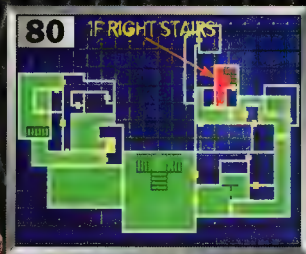
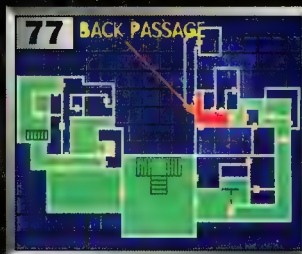
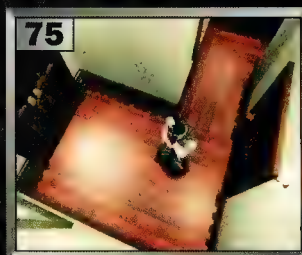
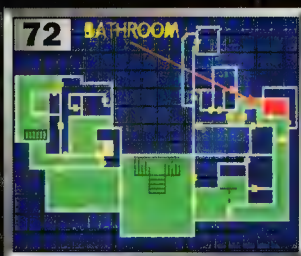
piano (64). Chris is tone-deaf, but Rebecca—who conveniently shows up in the Bar—can tickle the ivories a bit. Agree to let her practice (65) and leave the Bar.

Return to the Gallery and go through the southeast door (66) into the "L" Passage (67). Run through this passage and try not to scream as two zombie dogs smash through the windows (68) and scare the bejeezus out of you. Don't try shooting the dogs (called Cerberus, but you're not supposed to know that yet) with your puny Beretta; scurry through the north door (69) into the Trap Passage (70). Take the GREEN HERB in the corner and eat it if you're not at full strength. The east door is locked, so walk down the



into the Bathroom (72). Unplug the bathtub of muddy water (73) (looks more like green slime to me) and take the SMALL KEY inside (74). Return to the passage and walk to the west end to find two doors (75). The right-hand door leads to a Shotgun, but you can't get it yet, so use the left-hand door (76) and enter the Back Passage (77). Kill the two Zombies (78) and enter the first door (79), which leads to the 1F Right Stairs (80). Kill the solo Zombie (81), take the GREEN HERB, and go through the door (82) into the Room Under Stairs (83).

Save the game with an Ink Ribbon from the Item Box, store your Small Key and Herb, and pick up the CHEMICAL in the corner (84&85). Put it into the Item Box, too. Return to the Back Passage and enter the south door (86) into the Large Gallery (87). The sneaky puzzle in this room requires you to



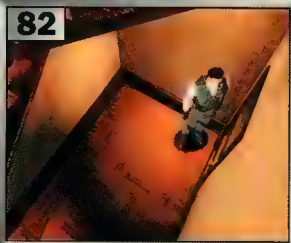
push the switches in a certain order:
 "Newborn baby," (88) "infant,"
 (89) "lively boy," (90)



81



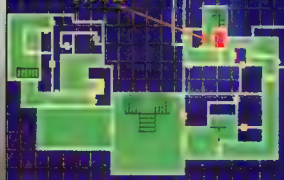
82



84



83 ROOM UNDER STAIRS



85

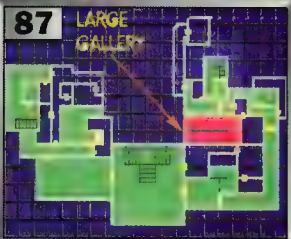


86



87

LARGE GALLERY



88



89



90



"young man," (91) "tired middle-aged man," (92) "bold-looking old man," (93) and "Give me the peace of death, and I'll give you the joy of life..." (94) If you do it wrong, you annoy the flock of crows. If you do it right, the painting slides off the wall (95) to reveal the STAR CREST (96).

Take the Crest and return to the Back Passage, then go through the north door (97) into the Roofed Passage (98). There's a Cerberus here you can try to shoot, but it's smarter to avoid it. (You'll have a better weapon soon, I swear.) Run to the end of the passage and use the STAR CREST in one of the four notches (99&100) next to the door.

91



92



93



94



95



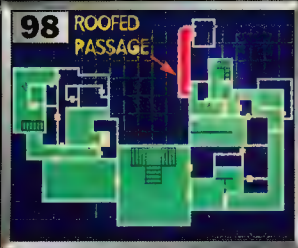
96



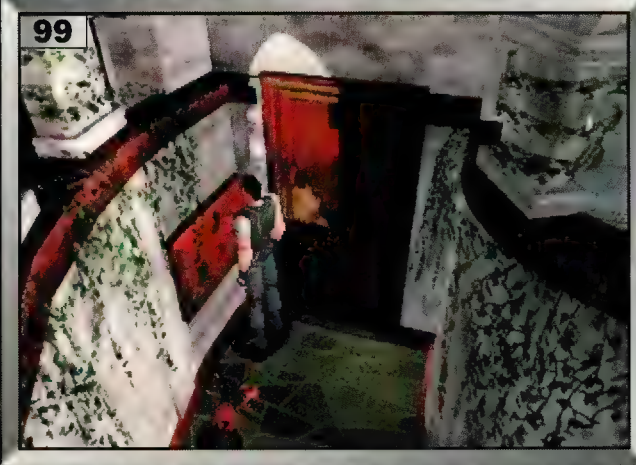
97



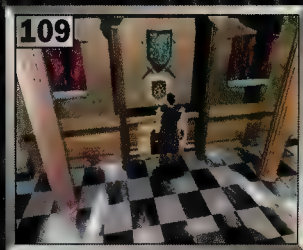
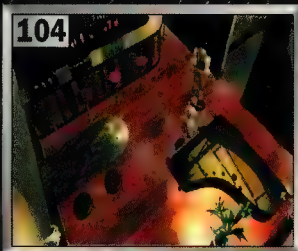
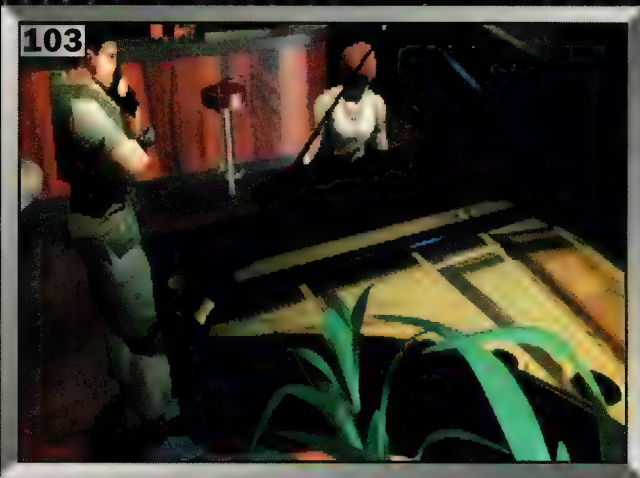
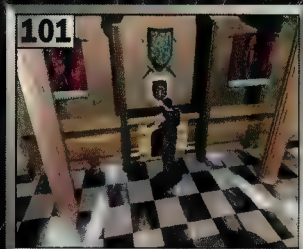
98 ROOFED PASSAGE



99



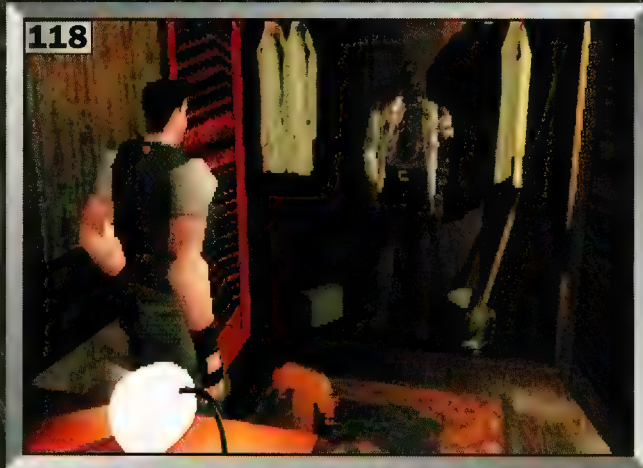
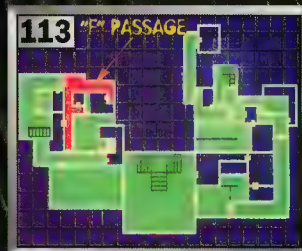
Run back to the Dining Room and take the EMBLEM out of the hollow above the fireplace (101&102). Return to the Bar and Rebecca plays the Moonlight Sonata perfectly (103), revealing a secret door in the wall (104). Enter the secret room (105) and take the GOLD EMBLEM from below the statue (106&107). The door slides closed behind you, but there's an easy way to get it open again: use the plain old EMBLEM in the hollow (108). Return to the Dining Room and use the GOLD EMBLEM in the hollow where you grabbed the regular Emblem (109).



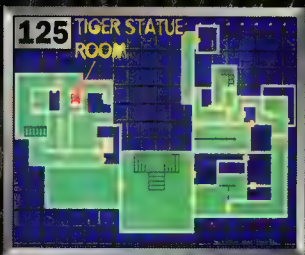
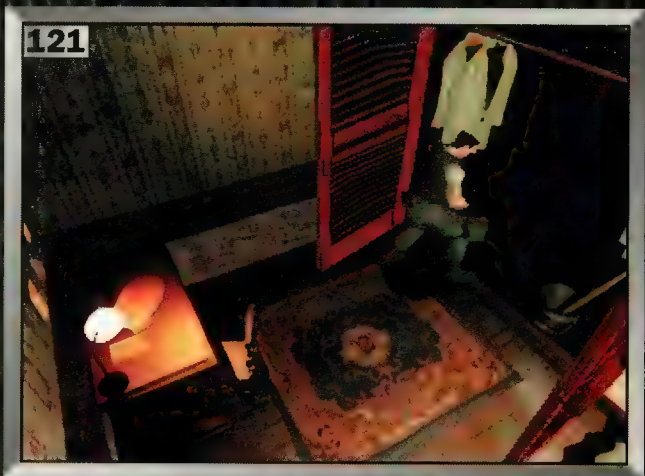
The grandfather clock slides to the side, revealing a hole with a **MANSION KEY** inside (110). Take it and **CHECK** the back side of it in inventory to see that it's the **SHIELD KEY** (111).

Return to the 2F Left Stairs and go down to the 1F Left Stairs. Walk north to find a third Zombie. Kill him and go through the east door (112) into the "F" Passage (113). Since you're probably almost out of ammo, simply run past the Zombies to the south door (114) and go through it back to the Tea Room. (This unlocks the door and gives you a shortcut for later use.) Return to the "F" Passage and run through the west door (115) into the Employee Room (116).

(Discard the Sword Key before you go inside.) Take the **CLIP** from the bed (we like bullets) and try to take the book from the reading table (117). A Zombie smashes out from the closet behind you (118).



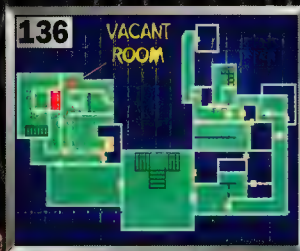
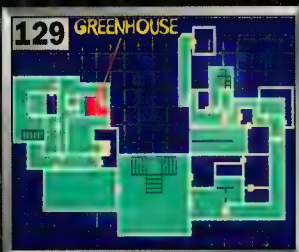
Quickly run behind the bed and shoot him from a safe distance (119). Return to the table and take the **KEEPER'S DIARY** (120). I wonder if that Zombie you just killed was the diary keeper? Take the **SHELLS** in the closet (121&122); now all you need is the Shotgun. Real soon now, I swear. Return to the "F" Passage, shoot the Zombie (123), and go through the middle door (124) into the Tiger Statue Room (125). Use the Blue Jewel to reveal the **WIND CREST** (126&127). Take the Crest, return to the "F" Passage, and go through the east door (128)



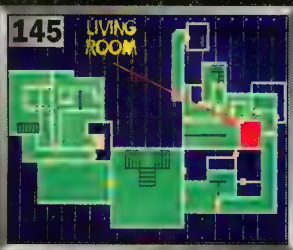
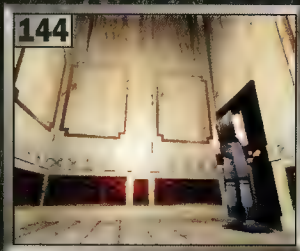
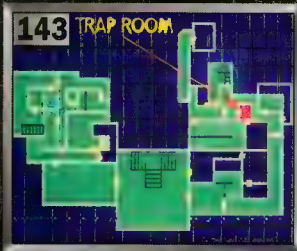
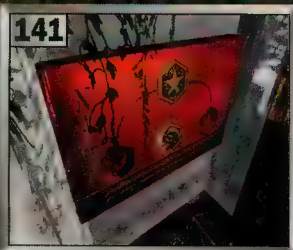
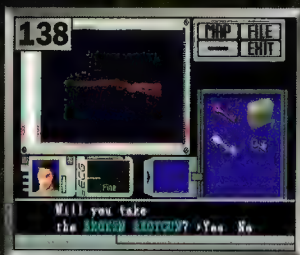
into the Greenhouse (129).

There's a man-eating plant living in the fountain on the west side of the room (130). Use the CHEMICAL in the old pump next to the door (if it's not in your inventory, run back to the Save Room and grab it) (131) to poison its water and kill it (132). Take the MANSION KEY the plant was guarding (133) and CHECK the back side to learn it's the ARMOR KEY (134). Excellent. There are four GREEN and two RED HERBS in the southwest corner of the room. Take the Herbs to the Mansion Save Room (off the 1F Left Stairs) and put them into the Item Box for future use. You can temporarily leave equipment in the Item Box to open up enough slots to pick up all the Herbs.

Return to the 1F Left Stairs, bringing a Small Key with you, and open the locked door (135) into the Vacant Room (136). Take the CLIP and the BROKEN SHOTGUN in the shelves (137&138). Unlock the desk with the SMALL KEY (139) and take the SHELLS inside (140). Time to go get that Shotgun!



Return to the Roofed Passage and put the Wind Crest into place (141). Return to the Trap Passage and go into the Trap Room (142&143) (the right-hand door on the west side of the passage). Go through the next door (144) into the Living Room (145). Take the SHOTGUN from the wall (146&147)

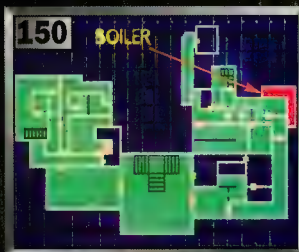
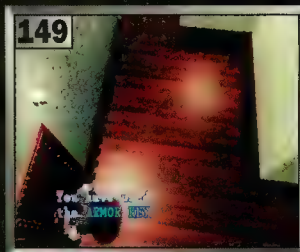


and replace it with the **BROKEN SHOTGUN (148)**. If you don't do this, you'll get crushed to death in the Trap Room.

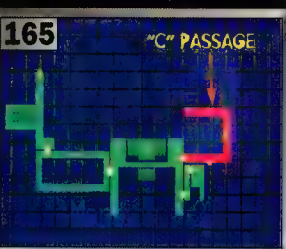
Return to the Trap Passage and go through the east door (149) to the Boiler (150). There are two Cerberus here; use the Shotgun for two quick kills (151). Take the whopping six **GREEN HERBS (152&153)** to the Item Box in the Room Under Stairs. Take the second Small Key from the Item Box before you leave.

Return to the "L" Passage and kill those two Cerberus you've been running away from (154). This Shotgun is, as the kids say these days, the beef. Push the north shelf to one side (155) and pick up the CLIP underneath it. Return to the Hall and go through the northeast door (156) into the Dressing Room (157).

Take the CLIP from the dresser (158) and walk around the corner. Blow the Zombie's head off (159) with a close-range blast from the Shotgun and unlock the desk with

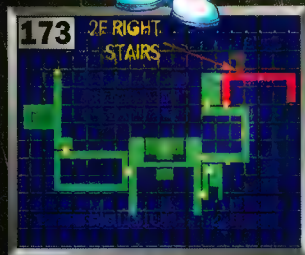
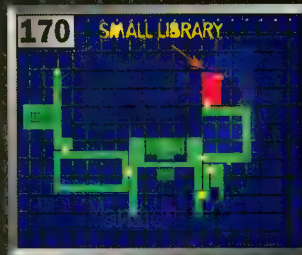


the Small Key (160) to find SHELLS. Go through the east door (161) into the Wardrobe (162). There's a single Zombie crawling on the ground. Shoot him in the back or avoid him while you take the INK RIBBON from between the red curtains (163). You can't open the Wardrobe's closet door until you beat the game and play through it a second time; see "The Special Key" section for more info. You've now explored practically every room on the first floor, so return to the Hall, save the game, and climb up to the 2F Hall. Go through the north-east door (164) into the "C" Passage (165). Kill the two Zombies with Shotgun blasts (166)

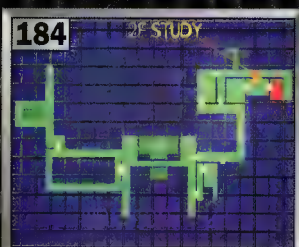
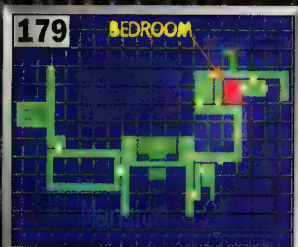
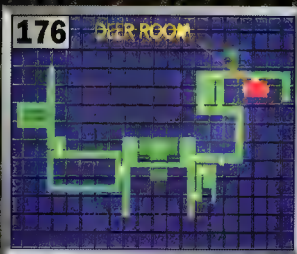


and unlock the south (167) and middle (blue) door with the Armor Key (168), but don't go through either of them yet.

Go through the northwest door of the "C" Passage (169) into the Small Library (170). Take the BOTANY BOOK on the table (171), which explains how you can mix Herbs together to make them stronger—and, better still, save some space in your always-crammed inventory. Go through the northeast door (172) to the 2F Right Stairs (173). Kill the

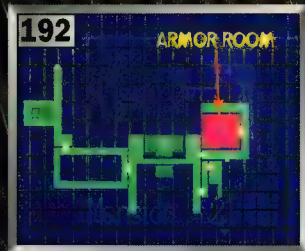


two Zombies and then unlock the south door (174) (which was locked from this side) leading to the "C" Passage. Turn around and go through the middle door (175) (discarding the Armor Key) into the Deer Room (176) and kill yet another Zombie (177). Go through the west door (178) into the Bedroom (179). There's a box of SHELLS around the corner of the right-hand bed—placed where you can't see it (180)—a RED HERB on the floor, and a LIGHTER on the shelf (181&182). Take all the goodies, return to the Deer Room, and go through the east door (183) into the 2F Study (184). Press the switch in the cracked bug display (185)

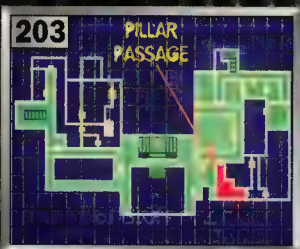
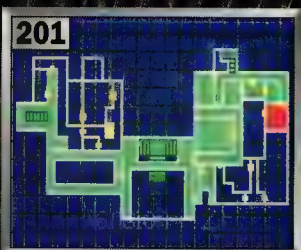
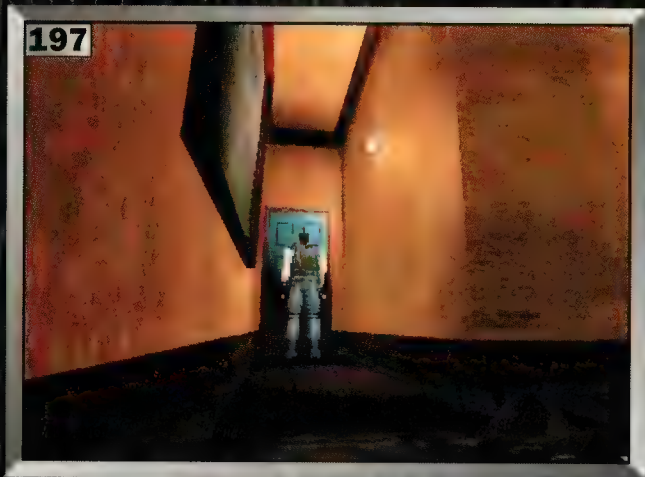


to drain the heavy aquarium so that you can move it (186). Shove the aquarium to the right (187), then push the shelves to the right (188) and take the SHELLS behind them. Take the RESEARCHER'S WILL (189) on the desk and the INK RIBBON inside the white jacket hanging next to the door (190). (If your inventory is full, go down the 2F Left Stairs to the Save Room and store a couple of items, such as your almost-useless Beretta and Clips.)

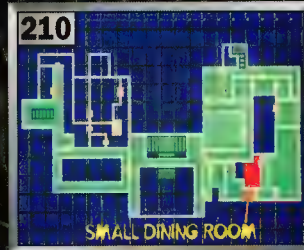
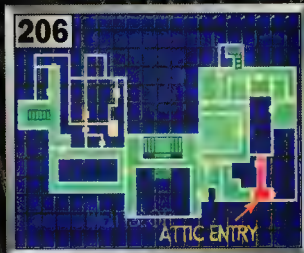
Save the game in the Save Room and return to the "C" Passage. Go through the middle (blue) door (191) into the Armor Room (192). Push the statues over the vents in the floor (193&194) and push the switch (195) to reveal the Sun Crest (196). Take it and stash it in the Save Room. Return to the 2F Right Stairs and go through the south door (197) (watching out for the Zombie waiting around the corner) into the Lesson Room Entry (198). Use the Lighter on the fireplace (199) to scorch the piece of paper and reveal the 2ND FLOOR MAP. (200&201) Return to the "C" Passage and go through the south door (202) into the



Pillar Passage (203). You find the corpse of Richard, a S.T.A.R.S. team member who's suffered the mother of all snakebites. Search his body (204) to find a CLIP and go

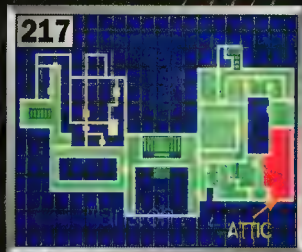
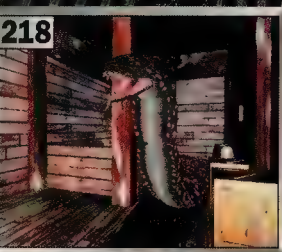
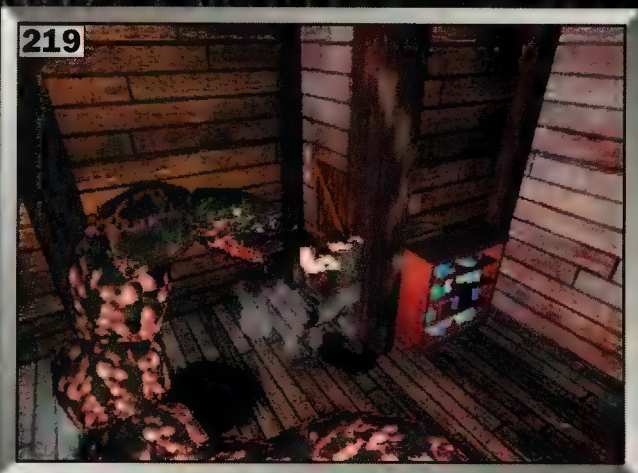
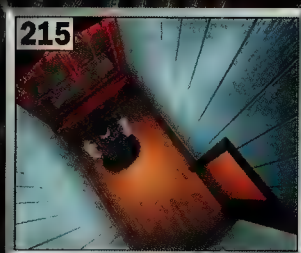


through the north door (205) into the Attic Entry (206). There's a Zombie just around the corner, so be ready for him (207). Unlock the Attic door with the Shield Key (208) and discard it, but don't enter the Attic yet. Run into the corridor the Zombie was blocking and go through the door (209) into the Small Dining Room (210). Use the Lighter on the candelabra (211) to light up the room, then search the cabinet in the corner for a CLIP. Push the shelves on the wall out of the way (212) and enter the small hidden closet (213&214), with SHELLS inside the cabinet (215). Return to the Mansion Save Room, put the Lighter into the Item Box (since you're done with it), and save the game. Return to the Attic Entry (216) and enter the Attic (217). This room is guarded by a giant snake (218). There are two ways to do this: fight the snake by



blasting him (219) until he crawls back into his hole, or try to run around him, grab the MOON CREST in his hole (220&221), and run back out of the room. Unfortunately, the running technique is much harder than it sounds, but it's just as hard to drive away the snake with your Shotgun. However you do it, take the MOON CREST (222) and leave the room. (Grab the SHELLS in the corner if you've already driven off the snake.)

If you're poisoned as you leave the Attic (223),

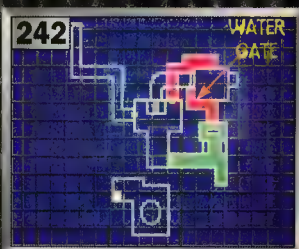
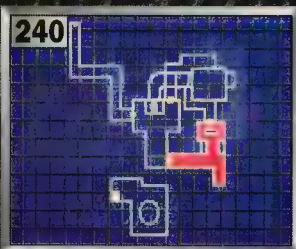
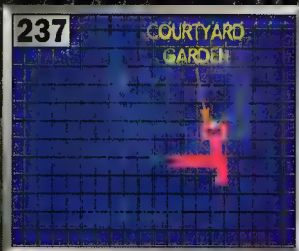
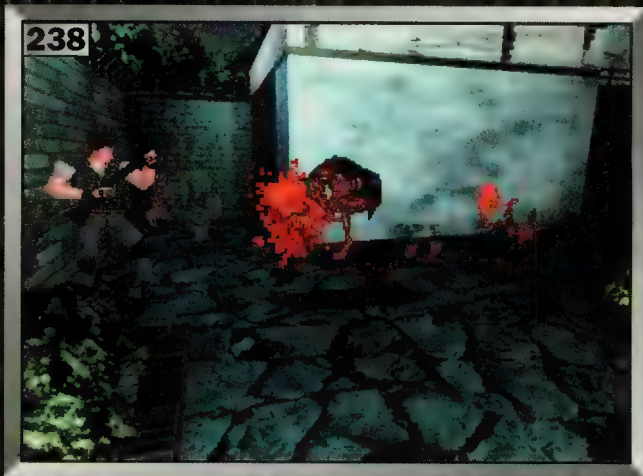


Rebecca shows up and offers to fetch you some Serum (224). You're now in control of fragile Rebecca. Equip her Beretta and go to the Mansion Save Room using this route: "C" Passage, 2F Hall, 2F Dining Room, 2F Left Stairs, 1F Left Stairs, Save Room. Easy. Search the shelves (225) for a jar of SERUM (226) and bring it back to Chris to heal him (227).

Now you're back in control of Mr. Redfield (228). Go to the Room Under Stairs and take the Sun Crest from the Item Box, leaving the Lighter (since you're done with it). Return to the Roofed Passage and put the Crests into place (229). Go through the north door of the Roofed Passage (230) into the Store Room (231). Search the barrel in the corner (232) for a SMALL KEY. Push the step ladder slightly to the left and up (233). Climb up and take the



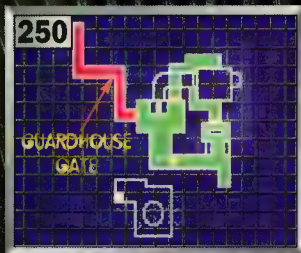
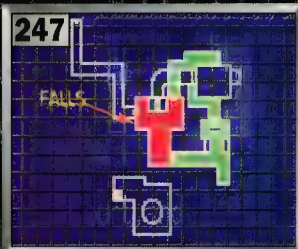
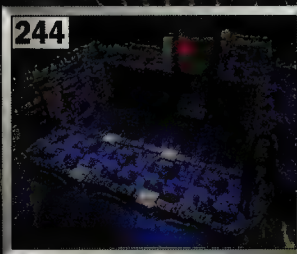
CRANK from the top shelf (234). **CHECK** it out in inventory and look at the end to make it a **SQUARE CRANK** (235). Go through the east door (236) into the Courtyard Garden (237). There are three very nasty Cerberus prowling the Garden grounds; blast them all (238) with the Shotgun and pick up the array of HERBS: three GREEN, two BLUE, and two RED. Run to the west end of the Garden and take the **GARDEN MAP** stuck to the wall (239&240). Go through the north gate (241) to the Water Gate (242). Run along the



path and use the Square Crank on the square hole (243) to raise the gate and drain the water, revealing a pathway (244).

Jump down the ladder (245), run across the path, and climb up the other side. Run along the path to avoid the snakes that drop out of the trees. Use the elevator at the end of the path (246) to descend to the Falls (247). Three more Cerberus are at the bottom; shoot them dead (248) and go through the west gate (249) to the Guardhouse Gate (250). ANOTHER three Cerberus are here; shoot them and go through the north door (251) into the Guardhouse Entry (252). (You should also take the two BLUE and two GREEN HERBS with you.)

Push the statue east and south (253) over the hole in the floor. There's a tentacle inside



that hole that reaches out and grabs you if you don't. Go through the first south door (254) into the Guardhouse Save Room (255). Store your Herbs and the Square Crank, and take the CLIP. Go back out to the Entry and through the north door (256) into Room 001 (257).

There are two Zombies in 001. Blast them (258) and take the RED BOOK from the bed (259). Search the cup in the corner of the room for a Small Key (260). Unlock the desk (261) to find SHELLS inside.

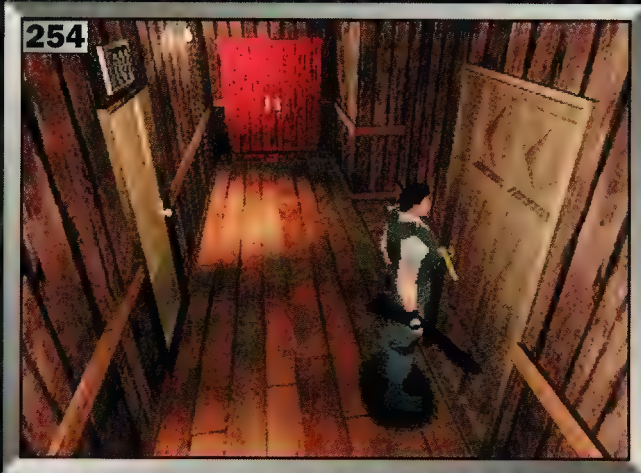
252



253



254



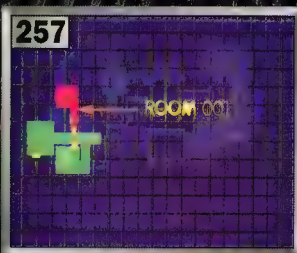
255



256



257



258



259



260



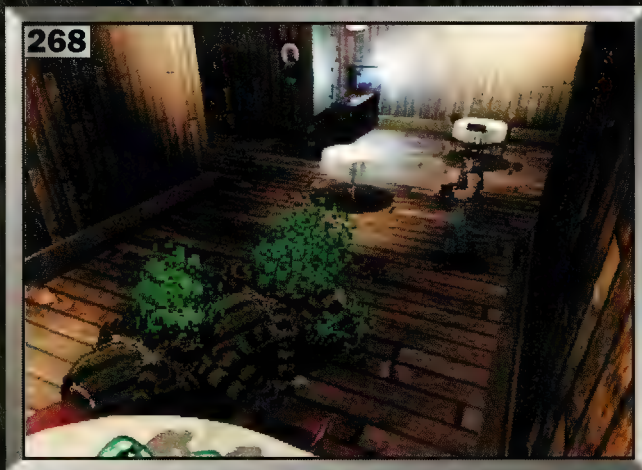
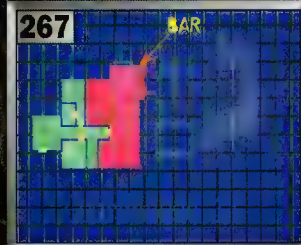
261



Enter the 001 Bathroom (262&263) and unplug the bathtub (264) with your more-than-adequate plumbing skills. There's a CONTROL ROOM KEY (265) inside. Go back to the Save Room and drop off the Red Book, then go through the east (red) door (266) into the Bar (267).

There are two giant spiders crawling on the ceiling. Shoot them with the Shotgun (268) until they die, causing dozens of little spiders to erupt from their bodies. You can kill the baby spiders by running around the room and squishing them, but an easier way is simply to leave the Bar and come back. The baby spiders disappear when you do this. Explore the room to find a CLIP and INK RIBBON, (269) along with a pool table that seems to be some kind of clock (270).

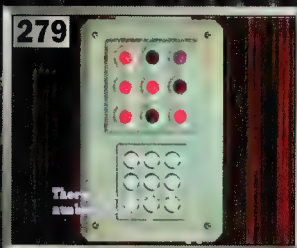
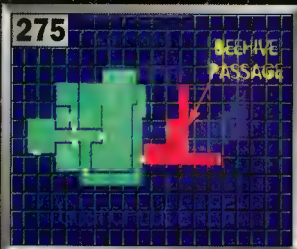
Return to the Entry and walk south past the statue-covered hole. Go through the door (271) into the Center Passage (272). Push the statue at the north end of the Passage north (273) and take the three GREEN HERBS behind it (or don't, if you're in good shape). Go through the middle door



(274) into the Beehive Passage (275). Run into the north end of the Passage, just underneath the huge beehive (276), and take the DORMITORY KEY. CHECK it in inventory (277) to see it's the 002 KEY. Run back to the Center Passage to get the bees off your tail, then return to the Beehive Passage and examine the numeric keypad next to the north door (278&279).

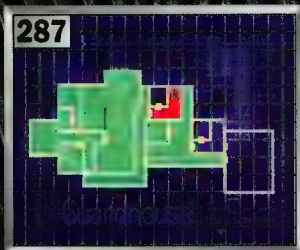
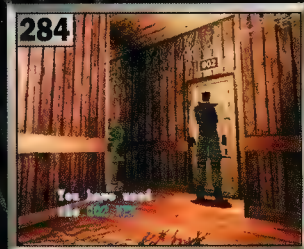
This simple puzzle requires you to light up all the buttons by pressing the numbers. Each number causes certain lights to go on (if they're off) or off (if they're on). Experiment a bit until you recognize the patterns, then try to turn them all on.

Go through the door (280) into the



Drug Storehouse (281). This room has four EMPTY BOTTLES—don't take them—and two messages scrawled on the wall. Read them both (282&283), although you won't understand them just yet. Go back to the Center Passage and unlock the north door (284) into Room 002 (285).

Go into Room 002 and take the DORMITORY MAP (286&287) from the wall. There's another locked desk with SHELLS inside, and you still don't have a Small Key, dammit. Now take and read the PLANT 42 REPORT from the bed (288). Enter the 002 Bathroom (289&290), blast the Zombie (291), and take the CLIP inside the sink. Return to Room 002 and push around the shelves across from the bed (292) to reveal a ladder (293). Climb down into the Flooded Passage (294), with three crates that must be pushed into the water so you can walk across the bridge (295). To get the third one



into place, push it backwards into the hall that you just came from (being careful to leave space for you to get around it) and then push it forward against the Passage wall. Now, shove it back down the length of the Passage then left into the water (296). Eat the two GREEN HERBS in the Passage if needed, then wade through the water and go through the door (297) to the Water Tank (298).

Run to the right and around the tank to find two adjacent (ooh, big word) doors (299).

290

002 BATHROOM



291



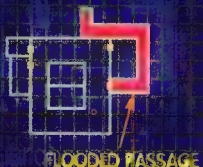
292



293



294



295



296



297



298

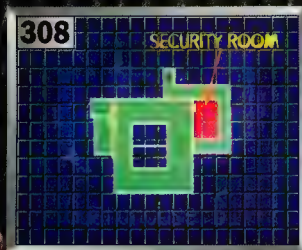
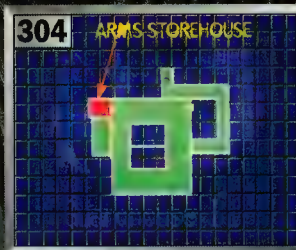
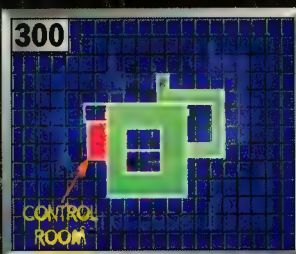
WATER TANK



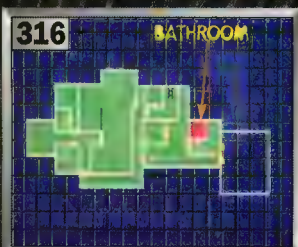
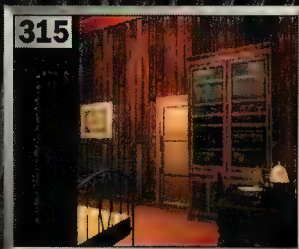
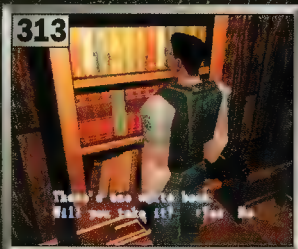
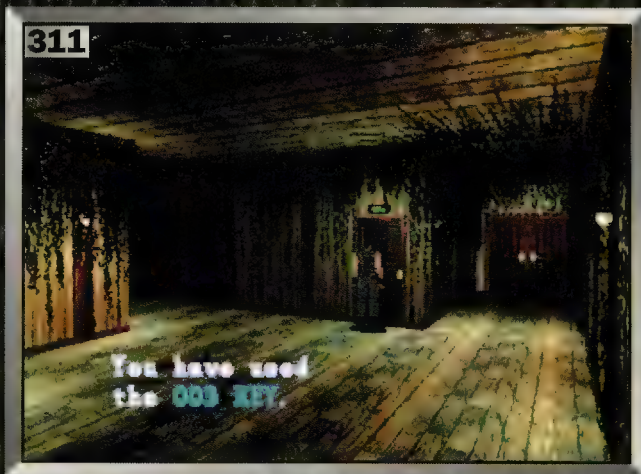
299

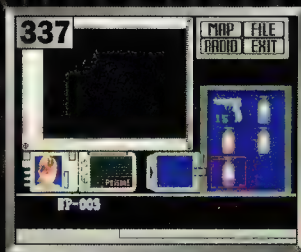
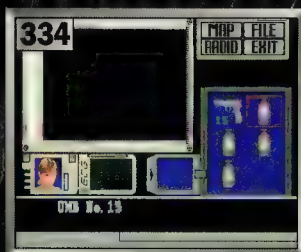
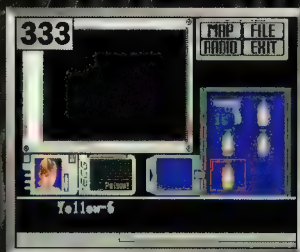
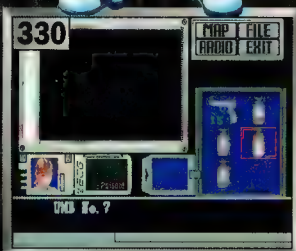


left is the Control Room (300). Go inside before you're attacked by a huge shark or one of the two smaller fish. Move the lever next to the blinking red light (301) to drain the water out of the underground area. Push the red button next to the door (302) to unlock the right-hand door outside. Go back outside and shoot the shark if you're in the mood for blood and gore, then go through the right-hand (northwest) door (303) into the Arms Storehouse (304). Take two CLIPS, two SHELLS, and a DORMITORY KEY (305), which a quick CHECK reveals to be the 003 Key (306). Return outside to the Water Tank and go through the northeast door (307) into the Security Room (308). Examine the large root (press the ACTION button) and the game tells you that it definitely looks like a plant root (309). Check the box next to the root for a SMALL KEY (310). Climb back up the ladder to Room 002, but DON'T unlock the



desk. Return to the Save Room and get the Red Book, then return to the Beehive Passage and use the 003 Key to open the east door (311) into Room 003 (312). Take and read the "V-JOLT" REPORT from the bookshelf (313). Now you know how to mix a concoction to severely weaken Plant 42. Use the Red Book in the bookshelf (314) to reveal the hidden door (315) into the Plant Boss Room. Open the locked desk to find an INK RIB-BON. Save the game! Raid the 003 Bathroom (316) for a Zombie (317) and a CLIP, then go through the hidden door (318)



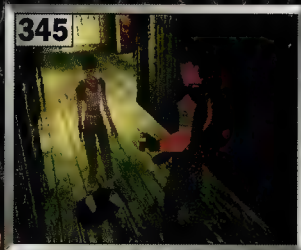
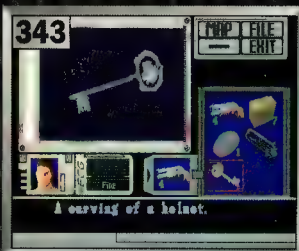
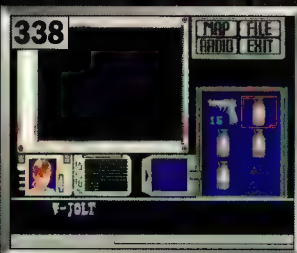


Mix 13 and 3 and you have a bottle of V-Jolt (338). Go down to the Security Room in the basement and use the V-Jolt on the roots to make them whither (339).

As Rebecca leaves the Security Room, Plant 42 throws Chris to the ground (340). You're back in control of the big guy, so start blasting away at the Plant while trying to dodge the plaster clumps falling from the roof (341).

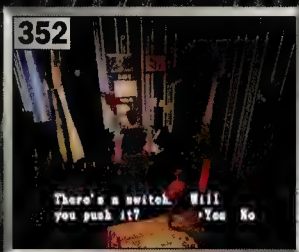
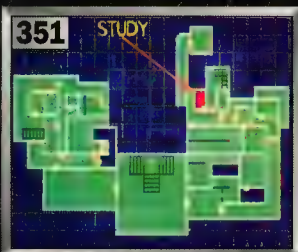
Don't get close to the Plant, or it grabs you and smashes you into the ground again. Take the MANSION KEY from the fireplace (342) and CHECK it to see that it's a HELMET KEY (343). Leave the Boss Room through the big doors (344) and you thank Rebecca for saving your sorry hide (345). She kindly gives you a RADIO (346&347). Return to the Center Passage. Wesker is here, (348) and suggests that you return to the Mansion and unlock more doors.

I hate to be the pallbearer of bad news (insert rim shot here), but here's the deal: almost every room of the Mansion that once had Zombies inside it now has an equivalent number of



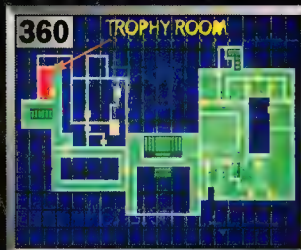
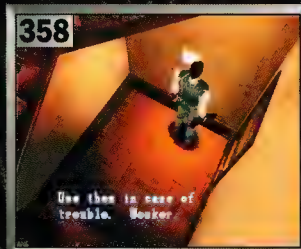
clawed creatures called Hunters (349), which take extreme amounts of punishment and can chop your head off with a single swipe of their gigantic claws if you are weak. Run away from them whenever possible; the longer you stand still, the higher your chances of a gruesome beheading.

The first room you can open with the Helmet Key is the Study (350&351), on the first floor of the Mansion, near the entrance to the Courtyard. Press the switch on the desk (352) for some artificial light, and take the MAGNUM ROUNDS (353). Then go to the bookshelf (354) and take the DOOM BOOK 1 (355). CHECK the Book to open it and find an EAGLE MEDAL inside (356).

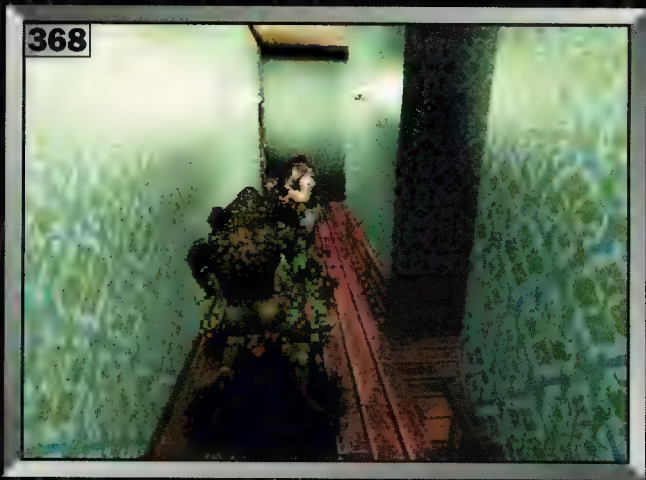
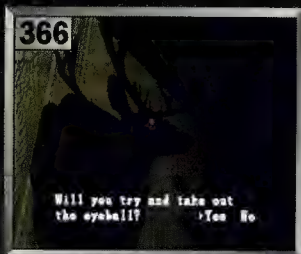


Head for the left side of Floor 2F, using the 1F Right Stairs (357) to climb up before you start going west. Wesker has kindly put some extra goodies in the Room Under Stairs: a CLIP, FIRST-AID SPRAY, and SHELLS (358).

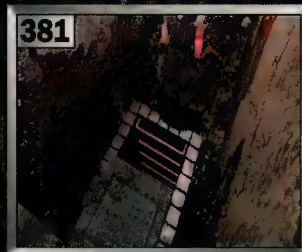
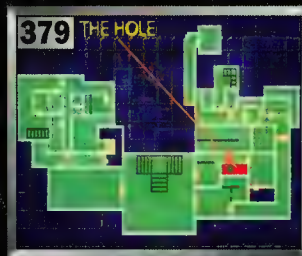
Go to the 2F Left Stairs and through the west door (359) into the Trophy Room (360). Take and read the ORDERS from the table (361). The plot just gets thicker and thicker, don't it? Take the MAGNUM ROUNDS and SHELLS from the side table (362). Push the stairs slightly to the left and into the wall, below the moose head (363). Hit the switch next to the door to turn out the lights (364) and reveal something hidden in the head. Climb the stairs (365) and take the "eyeball," (366) which turns out to be a RED JEWEL (367). Return to the Tiger Statue Room on the west side of Floor 1F (connected to the "F" Passage). Watch out for the Hunter that jumps out at you (368) along the way. Use the Red Jewel in the head (369) to reveal the COLT PYTHON (370&371). This weapon, like the Shotgun, can blow a Zombie's



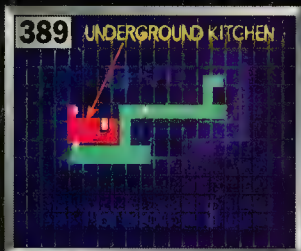
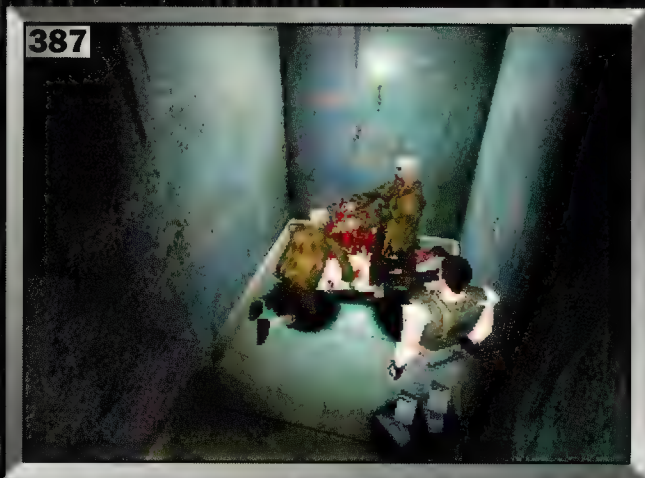
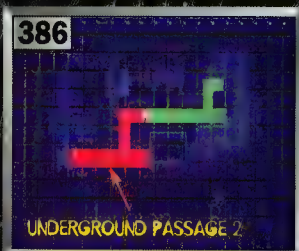
head off but, unlike the Shotgun, you can use it at long range. Climb back to Floor 2F and go to the Lesson Room Entry (372) on the east side of the Mansion. If you haven't done so already, go ahead and dump the Beretta and Clips in an Item Box, since it's just about useless against the monsters you're now facing. You should also save the game and put a few Herbs into your inventory. Go through the Lesson Room Entry and into the Lesson Room itself (373). Discard the Helmet Key as you go inside. Diddle with the piano (374) to attract the giant snake you creamed earlier (375).



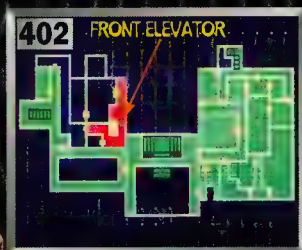
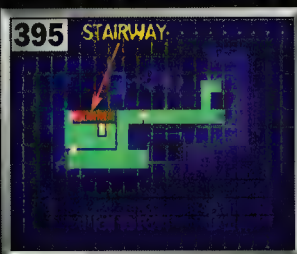
Use the Shotgun or Magnum and shoot until it dies (376) and dissolves into a pile of purple goo. Examine the hole that the snake smashed into the floor (377) and jump down the hole (378&379). Walk over to the tombstone and push the switch (380) to reveal a ladder (381). Climb down the ladder (382) into Underground Passage 1 (383). There are two Zombies here, and a box of SHELLS in the north part of the passage. Blast the Zombies (384) and go through the west door (385) to Underground Passage 2 (386), where you have the unpleasant sight of two Zombies feasting on a third (387). If you want the two GREEN HERBS next to the body, you have to kill the Zombies. Otherwise, don't disturb them and get them in the mood for fresh meat. Go through the next door (388) into the Underground Kitchen (389). Pick up the SMALL KEY on the

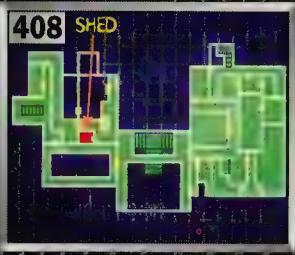
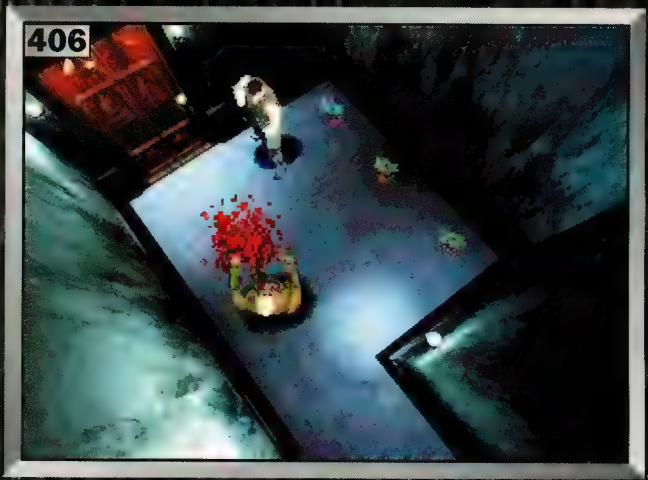
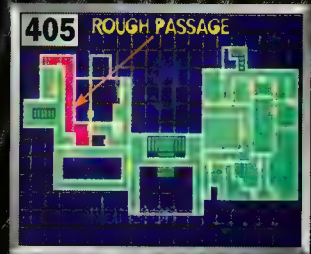


countertop (390&391). There's a Zombie playing dead next to the Kitchen elevator; pop him a couple times in the back (392) to kill him, then go to the west door. A Zombie shambling down the stairs and pops out of the door. One quick Shotgun blast takes care of him (393). Go through the west door (394) and up

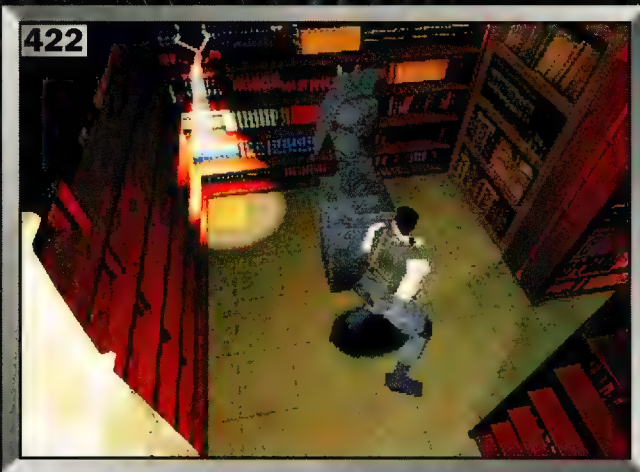
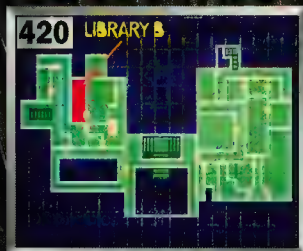
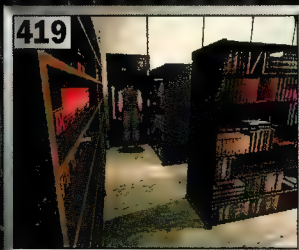
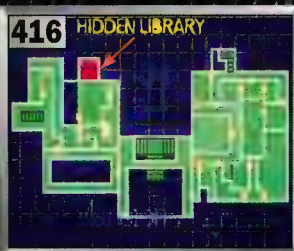
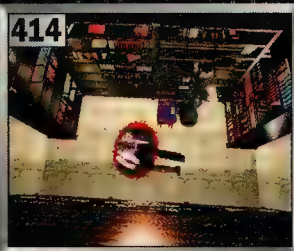


the Stairway (395&396) to the 1F Elevator (397)—which doesn't seem to work (398). Unlock the door to the Tea Room (at last!) (399) and go back down the Stairs to the kitchen. Use the elevator (400) to go to the Front Elevator (401&402) on Floor 2F. Shoot the two Zombies (403) and take the GREEN HERB just north of the elevator. Go through the west door (404) (killing a third Zombie in front of it) into the Rough Passage (405). There are two Zombies here, along with two GREEN HERBS and a BLUE HERB. (406) Take the Herbs if you want and return to the Front Elevator. Now go through the south door (407) into the Shed (408), which has two boxes of SHELLS and a BATTERY (409&410) for the elevator in the Courtyard. Return to the Front Elevator and go through the north door (411) into Library A (412). Kill the two Zombies; (413)

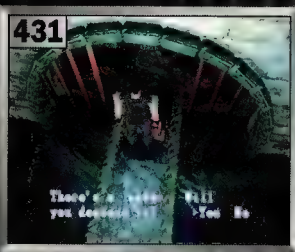
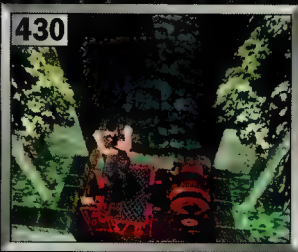




one of them is guarding a SCRAP-BOOK on the ground (414). Unlock the desk and take the MAGNUM ROUNDS (415) at the north end of the room and enter the Hidden Library (416). Walk to the window and look out at the heliport (417&418), then take the CLIP on the shelf and the INK RIBBON on the table. Return to Library A and go through the west door (419) into Library B (420). Push the statue into this spotlight (422) to open a small hidden area (423) with a MO DISK

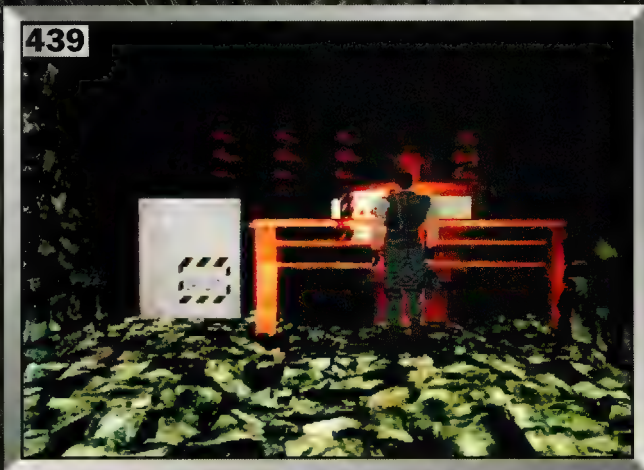
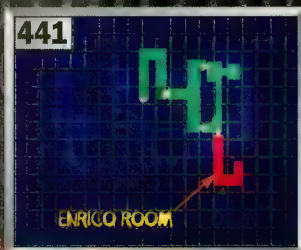
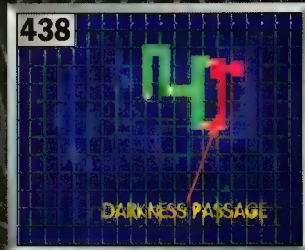
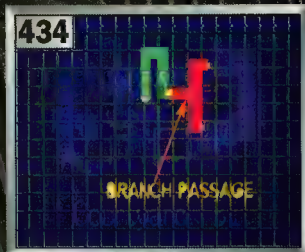
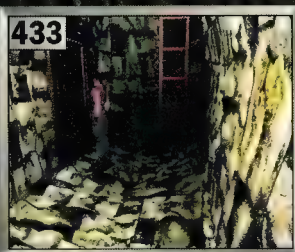


(424&425)—the first of three. You've now explored the entire Mansion, so return to a Save Room, stash the MO DISK in the Item Box, take the SQUARE CRANK, and save the game. Go to the Falls in the Courtyard (426). Use the Battery (427) and go up the newly activated elevator (428). Return to the Water Gate and use the Crank on the square hole to close the gate again (429). Go down the newly activated elevator again (430) and walk to the ladder underneath the waterfall (431)—or, rather, where the waterfall used to be. Use the ladder to enter the Ladder Passage (432).



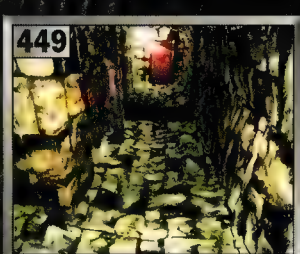
Go through the east door (433) into the Branch Passage (434). There's a FLAMETHROWER mounted on the wall (435)! Take it and equip it (436), because you'll be using it real soon now. Go through the north door (437) into the Darkness Passage (438) and find the power generator on the east side of the room. Take the SHELLS and FIRST-AID SPRAY (439). Go through the south door (440) into the Enrico Room (441), so named because you find S.T.A.R.S. member Enrico waiting for you (442). He calls you a double-crosser and tries to shoot you (443), but gets popped in the head before he can pull the trigger (444).

You can examine Enrico's body for a CLIP, but since you don't have the Beretta, who cares? Flame the two Hunters around the corner (445) and take the CRANK on the ground near the door (446). CHECK it in inventory and it becomes a HEX CRANK (447). Return to the Ladder Passage where you entered this



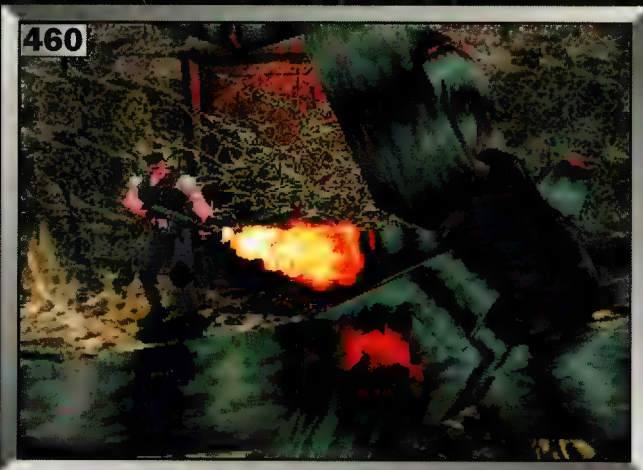
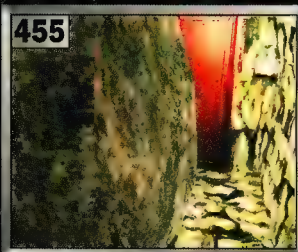
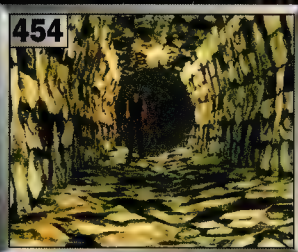
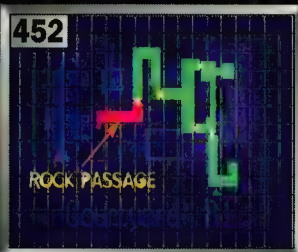
area, avoiding the Hunters along the way. (Put the emptied Flamethrower back into the switch to unlock the door.) (448)

Walk to the hexagonal hole on the west side of the Ladder Passage (449) and use the Hex Crank to open the passage to the door (450). Go through the door (451)



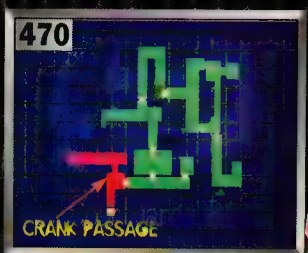
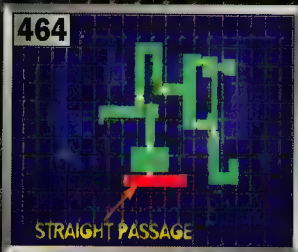
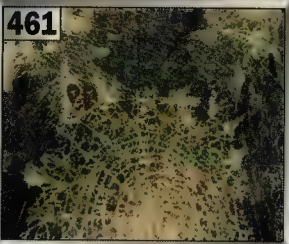
into the Rock Passage (452). Take the FLAMETHROWER off the wall (453). Run down the passage until you're right next to the huge boulder (454). Run away from it until it starts to roll, then run to the door and wait for it to roll past you (455). Walk to where the boulder was and a Hunter comes into the room. Kill him with the Flamethrower (456) and take the MAGNUM ROUNDS out of the nook in the wall (457). Now run into the hole created by the boulder (458) and enter the Spider Boss Room (459).

Use the Flamethrower or Magnum to quickly dispose of the spider (460), then search the corner of the room for a COMBAT KNIFE (461&462). Return the Flamethrower to its niche (if you need inventory space), return to the Boss Room, and take the Knife to slice through the webs (463) on the south door. You can also blast through the webs with a weapon,

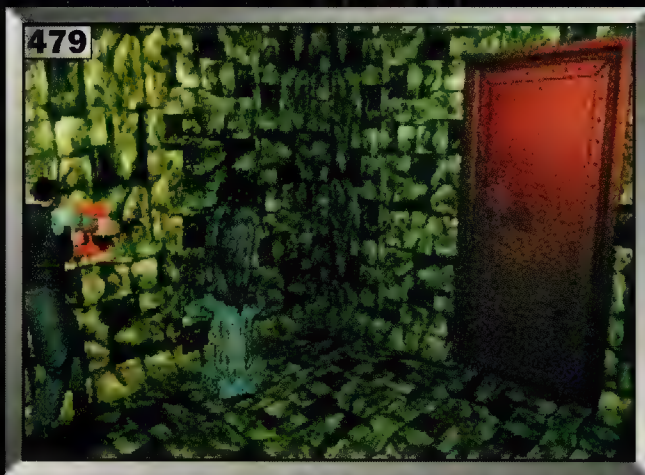


but that would be a foolish waste of ammo.

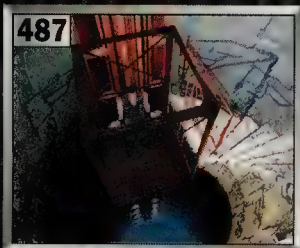
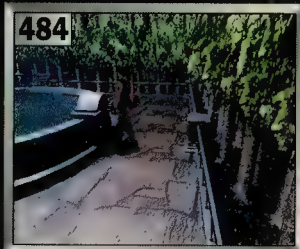
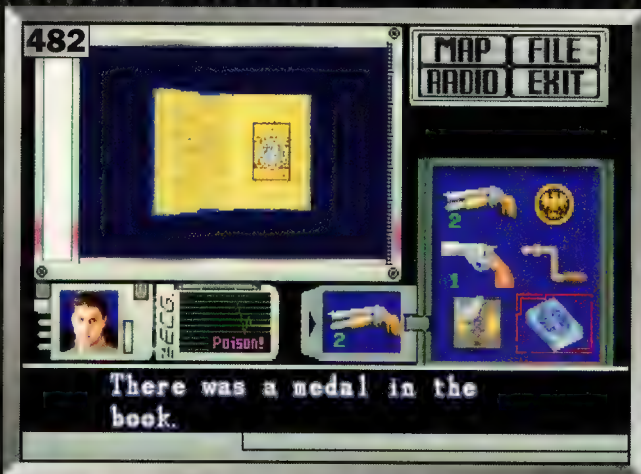
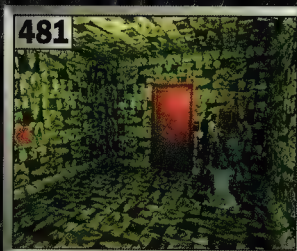
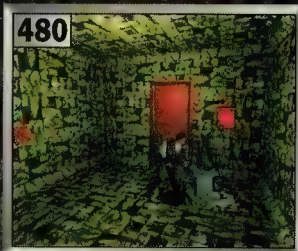
Go through the south door into the Straight Passage (464), then through the east door (465) into the Underground Save Room (466), with an INK RIBBON and FIRST-AID SPRAY (467). Save your game and juggle around your inventory as needed. (You can drop the Square Crank and Combat Knife, since you're done with them.) Return to the Rock Passage and get the Flamethrower (468), then go to the Straight Passage and go through the west door (469) into the Crank Passage (470). (You need the Flamethrower to unlock the door.)



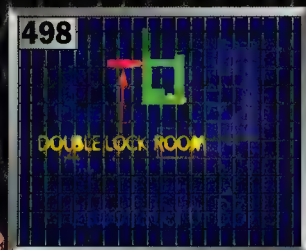
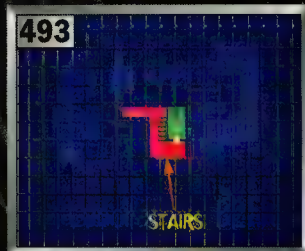
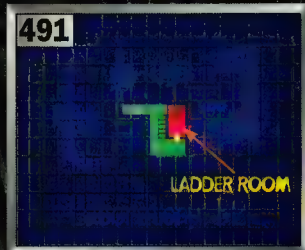
Run up to the boulder and run away (471), this time running into the hole in the wall. Go to the end of the passage and take the UNDERGROUND MAP (472) and MO DISK (473). Go to the hexagonal hole in the wall (474) and use the Hex Crank twice to rotate the hole (475) to the south wall. Go through the hole and the door (476) into the Item Passage (477). Push the statue along the wall (478) until it's halfway between the hexagonal hole and the wall. Use the Hex Crank to push the statue outward (479), and use it again to retract the wall. Push the



statue over the pressure plate on the ground (480) to uncover DOOM BOOK 2 (481). CHECK it in inventory to find a WOLF MEDAL (482). Return to the Save Room, put away the Hex Crank and MO Disk, and get the Eagle Medal. Return to the Crank Passage and take the elevator up (483) to the Fountain. Place the Medals in the hollows on the sides of the fountain (484) to reveal stairs (485&486) leading to the elevator (487) that takes you to the Under Fountain Area, the first room in the Laboratory (488). The elevator door is locked—the sign on the right side of it explains why (489)—so climb down the

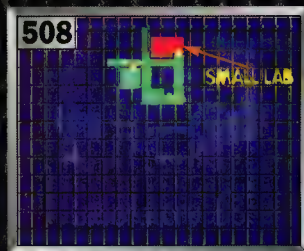
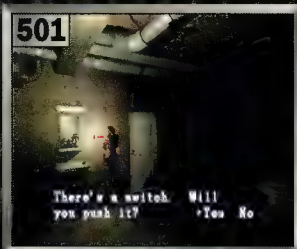


ladder (490) to the Ladder Room (491). There's an Item Box here, but no Typewriter, so you can't save yet (aargh). Put away any Herbs you wisely grabbed at the Fountain and go through the south door (492) into the Stairs (493). There are three Zombies stumbling around; the third MO DISK is hidden on the desk (494) in the northwest corner. Climb down the stairs (495) to the "O" Passage (496) on Floor B3. This room is populated with four buck-naked Zombies that don't always stay dead when you shoot them, leave the room, and return later. Be smart and don't kill them unless you absolutely have to. Go through the west door (497) at the bottom of the stairs into the Double Lock room (498). Go through the southeast door (499) into Private Room B (500). Push the light switch next to the door



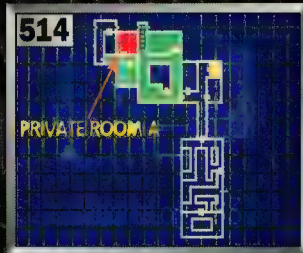
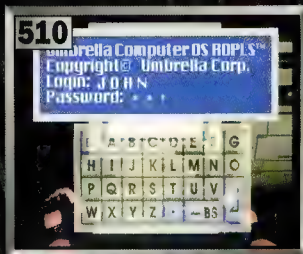
(501) and look at the portrait on the far wall (502) to see some goofy lettering. Ignore the CLIP inside the crate, but take the RESEARCHER'S LETTER from the desk (503) and read it. Push the shelves next to the desk (504) and push the switch behind it (505) to turn on a blue-light. Look at the portrait on the far wall, where the symbols have become letters (506), allowing you to translate those symbols into the Letter. (We've already done that for you, of course; the password is MOLE.)

Return to the "O" Passage and go through the north door (507) into the Small Lab (508).



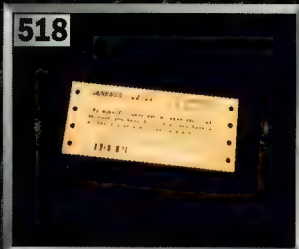
Turn on the computer (509). Enter the login name "JOHN" and the password "ADA" (510). Select Floor B2 and enter the password "MOLE" to unlock the northwest door. Select Floor B3 to automatically unlock the north door in the Double Lock room. Log off the computer and pick up the SLIDES on the floor before you leave (511&512). Return to the Double Lock and go through the north door (513) into Private Room A (514). Stay at the door and kill the four Zombies as they approach (515), then take and read the FAX in the wall niche (516). Use a MO Disk on the pass code machine (517) to obtain PASS CODE 01 (518).

Climb up to Floor B2 and go through the northwest door (519) into the Conference Room (520). Use the Slides on the projector (521) to



learn the names of some of the monsters who've been trying to cause you grievous bodily harm. The final monster in the slideshow is the Tyrant (522), which you haven't seen yet—but you will (bwah, hah, hah). Search the bookshelf in the corner (523) to find a document about the SECURITY SYSTEM (524), and learn that Wesker is involved with this crazy experiment gone terribly wrong. Open the panel in the corner (525) and push the switch to reveal a niche (526) with the LAB KEY inside (527).

518



519



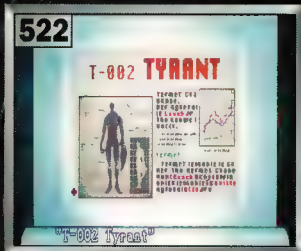
521



520



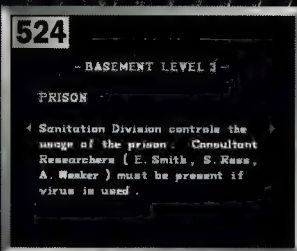
522



523



524



525



526

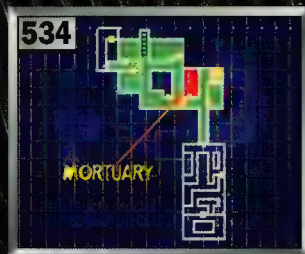


527



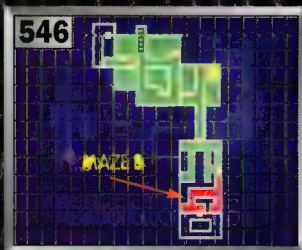
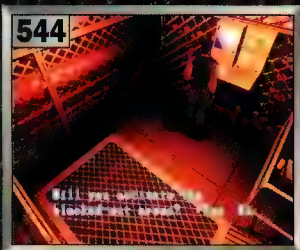
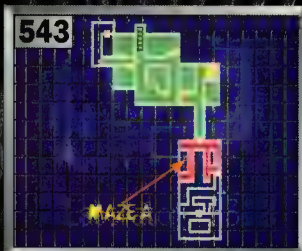
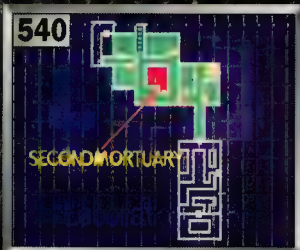
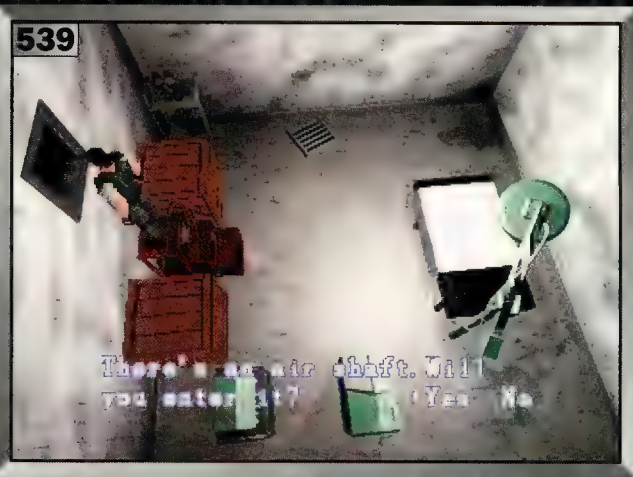
Take it and return to Floor B3. Use the Lab Key on the east door of the "O" Passage (528) and go through the door into the Elevator Entry (529). Kill the three Zombies (530) and enter the east door (531) into the Lab Save Room (532). Hallelujah! Take the MAGNUM ROUNDS and INK RIBBON from the shelves and save your game. Go back outside and through the west door (533) into the Mortuary (534).

Take the SHELLS from the table and prepare to solve one of the game's trickier puzzles. There are two vents and a switch on the floor; you want to cover the vents before you hit the switch, or you're killed by poison gas. First, push the step ladder up and right into the corner (535), and leave enough space so you can push them again later. Now push the top crate left, down (536), and left onto the lower vent. Push the bottom crate up and left (537) onto the top vent. Finally, push the step ladder into position over the switch (538). Crawl through the air shaft at the top of step ladder (539) into the Second Mortuary (540). (Too bad nothing pops out of those body bags to give you a



heart attack.) Take the **MAGNUM ROUNDS** from the shelf and use a **MO Disk** on the pass code machine (541) for **PASS CODE 02**. Leave through the door and run back to the Elevator Entry. You should save the game again, since you're darn close to the exciting conclusion.

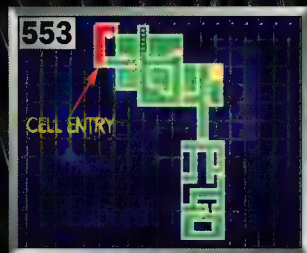
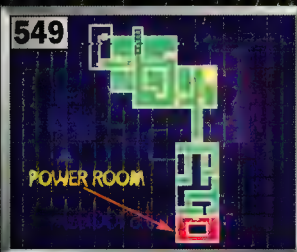
Walk south (542) from the Elevator Entry into **Maze A** (543). You can run past the creatures on the roof or blast them with a weapon; if you decide to run, watch out for their claws as they swing at you from the ceiling. Find the power panel in the southwest corner and turn it on (544), then go through the southeast door (545) into **Maze B** (546).



Find the pass code machine in the southeast corner (547) and use a MO Disk for PASS CODE 03. Go through the southwest (548) door into the Power Room (549). Use the terminal at the east end of the room (550) to turn on the elevator power. You'll also find a triggering system activator.

Return to the Double Lock and go to the west door (551). Enter the three Pass Codes (552) and go through the door into the Cell Entry (553). Walk up to the Cell and look inside to speak with Jill (554), who's locked up tight. Return to the Elevator Entry and press the switch on the side of the elevator (555). Rebecca shows up (556) and escorts you down to Floor B4 (557).

You encounter Wesker in the Tyrant Room Entry (558), where he pulls a pistol and shoots poor Rebecca directly in the gut (559). Hey, she might be a horrible voice actor, but is that any reason to



KILL her? With Rebecca seemingly dead, Wesker drags you into the Tyrant Room (560&561), where he presses a few buttons (562) and brings the monstrosity to life (563). Unfortunately for Wesker, the Tyrant doesn't care for traitorous weasels, and skewers him through the stomach (564) in the game's bloodiest death sequence. Ouch. Arm your Shotgun and shoot the Tyrant repeatedly (565), running away when he gets too close. (You don't want to get hit by his mighty claw. Trust me.)

556



557



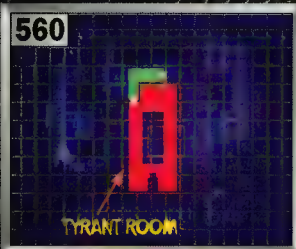
558



559



560



561



562



563



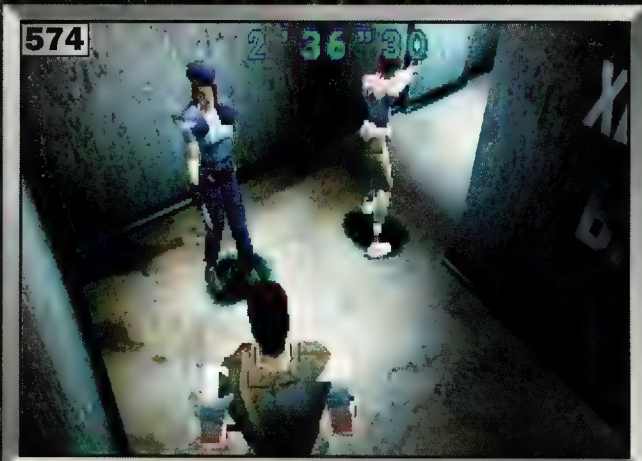
564



565



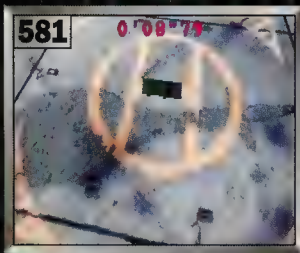
It takes at least a dozen shots before the Tyrant drops to the ground. Run to the computer terminal next to Wesker's messy corpse and use it to unlock the door (566). Run out into the Tyrant Room Entry and you meet Rebecca (567), who's alive thanks to the miracle of bullet-resistant clothing. Return to Floor B3 and Rebecca runs to the Power Room to activate the triggering system. Save the game at the Save Room if you have an Ink Ribbon left. Return to the Cell and rescue Jill, who rewards you with a frisky hug (568). Life is good. The Zombies in the "O" Passage have been replaced by those clawmen from the Mazes, but don't shoot them unless you have PLENTY of ammo. Better to run past them and save your bullets for any upcoming battles (hint, hint). With Jill liberated, return to Floor B1, and the elevator up (569) to the Heliport Passage (570). Stop at the Item Box along the way and grab as many healing herbs as you can carry, leaving one slot open in your inventory. Run through the Passage and Brad sends you a quick radio message. Take the BATTERY (571) at the end of the



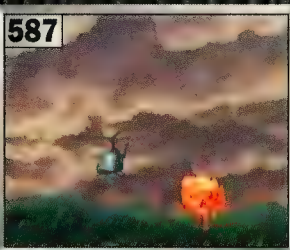
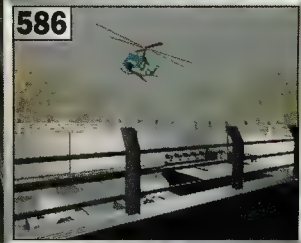
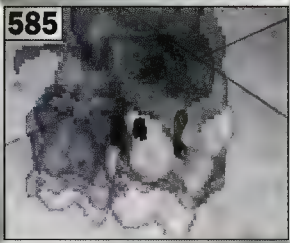
Passage and put it into the door slot (572&573). Something big makes a noise at the other end of the Passage, so Jill and Rebecca send you up to the Heliport while they deal with the situation (574).

Take the FLARE out of the crate next to the Heliport door (575&576) and use it near the middle of the helipad (577). Our man Brad sees the signal and brings the chopper in for a landing (578), but his touchdown is interrupted by the Tyrant (579), who smashes through the helipad. You think he's a little mad that you tried to kill him?

Blast the Tyrant with your Shotgun until you run out of ammo (580), then switch to the Magnum. Try not to get pinned against any of the Heliport walls, or the Tyrant will kill you a la Wesker. Keep firing and healing yourself until Brad drops a ROCKET LAUNCHER (581) onto the middle of the helipad. What a considerate young pilot. Run to the Launcher, pick it up, equip it (582), and shoot the Tyrant square in the chest (583).



You only need to strike with a single rocket to blow the fiendish creature into a big pile o' body parts (585). You win the game, and are rewarded with the "good" ending, since you saved both Jill and Rebecca. You also get an ending screen that shows your total completion time and number of saves (593). You're awesome, dude. No, really, I mean that. You've just beaten the toughest PlayStation game around, what are you going to do next? Play through with the cool leather jacket? That's right, head toward the "Secrets" section!



591



General Producer

FUJIWARA TOKURU

Producer

ABAHORI MASAYUKI

Director

MIRAMI SHINJI

PRESENTED BY

CAPCOM

592



593



TOTAL TIME

1:21:58

NUMBER OF SAVES

10

SUBSCRIBE!

12 ISSUES

\$30⁰⁰

Subscribe now and
save almost
40% (37.3%
to be exact),
mere
chump
change,
off of the newsstand
price of PSExtreme.
All of the latest news,
reviews and previews
on the games
**you
gotta
have**,
brought to you by the
people that have
played them all

To subscribe, send a check or
money order made payable to:

Dimension Publishing
1175 Chess Drive, Suite E
Foster City, CA 94404
Attn: PSEX Subscriptions
Back Issues Available

Call for Pricing!
(415) 372-0942

Allow 5-8 weeks for delivery of first issue. Subscriptions for
Canada and Mexico add \$10.00.

HOW DO YOU SUBSCRIBE TO THE BEST, THE ONLY
MONTHLY DEDICATED PLAYSTATION MAGAZINE?



EASY... LOOK OVER HERE!

Featuring:

- EXRATED** • Tons of honest reviews of all the latest and greatest
- EXPECTING** • Previews of all the hot upcoming titles
- EXECUTE** • All the codes, tips and strategies you'll ever need
- EXCLUSIVE** • See new games here first (and nowhere else)
- EXMAIL** • Where our readers rant and rave
- EXNEWS** • Got the latest news and insider info
- EXPORT** • Sneak peeks at games from around the globe

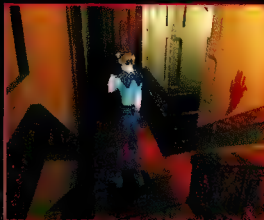
THE ALTERNATE PATHS

One of Resident Evil's best features is that you can play the game in a semi-linear fashion. What this means is, while there are certain things you **HAVE** to do, you don't have to do them in a certain order, and there are other things you don't have to do at all. For example, if you're playing as Jill, you can get the Bazooka from the Terrace right at the start of the game, or wait until you've explored the rest of the Mansion, or even completely avoid going to the Terrace (although you'd be insane to choose that last option). This freedom of play also means that you can encounter your S.T.A.R.S. teammates in different locations every time you play, depending on the order in which you tackle the rooms. Our walkthroughs give you the "ideal" path through the game for each character, but if you do things in a different order, you'll get many new scenes. Here are some examples of alternate scenes for Jill:

- Sometimes, Barry is waiting for you at the Terrace, and sometimes, he isn't (usually after you've explored the first floor thoroughly before going to the Terrace).
- Sometimes, Barry meets you in the Hall and gives you Explosive Rounds (usually after you've explored the first floor thoroughly).



- Sometimes, Barry is waiting for you in the 2F Study.
- Walk into the Plant Boss Room without dousing Plant 42's roots with the V-Jolt. Barry storms into the room and saves you by killing the Plant with his Flamethrower.
- If you don't quickly obtain the Serum in the Mansion Save Room after being poisoned by the Snake in the Attic, you collapse to the ground, and Barry takes you to the Save Room himself.
- If you take the Shotgun without replacing it with the Broken Shotgun, Barry (usually) breaks down the door of the Trap Room and saves you.
- Sometimes, you hear Barry talking to Wesker at the entrance to Room 002 in the Guardhouse, and sometimes, you don't.



- You don't have to follow Barry in the Underground, and you don't have to go first into the Dark Passage.

There don't seem to be as many alternate paths with Chris, but there are still a couple of variations. The most significant is at the beginning of the game, if you tell Rebecca to stay in the Mansion Save Room instead of coming with you. This opens up a whole series of alternate encounters with her—including the scene pictured here where Chris has been poisoned by the snake. This time, however, you wake up in the Mansion Save Room to find that Rebecca has administered the serum.

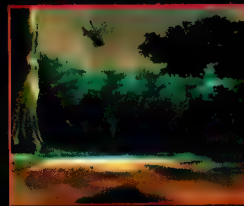


THE ALTERNATE ENDINGS

There are six endings in Resident Evil (three for each character): a "good" ending, where you rescue both S.T.A.R.S. compatriots; an "okay" ending, where you only rescue one S.T.A.R.S. buddy; and a "bad" ending, where you only rescue your own sorry ass. The differences are minor, but it's worth seeing them all simply to say that you've beaten Resident Evil six times.



The easiest way to see the "okay" ending is to leave Chris or Jill in the Cell as you escape the Laboratory. To get the "bad" ending with Jill, leave Barry in the Tyrant Room after he gets slashed. To get the "bad" ending with Chris, have Rebecca get killed.



In Chris's "good" ending, he saves Jill and Rebecca; in the "okay" ending, he only saves Rebecca; in the "bad" ending, both Jill and Rebecca perish. In Jill's "good" ending, she saves both Barry and Chris; in the "okay" ending, she only saves Barry; and in the "bad" ending, both Barry and Chris are dead meat.



THE SECRETS

And now for the chapter you've all been waiting for—or, if you're a cheapskate reading this at your local PlayStation software peddler, the chapter you're thinking about ripping out of the book. In the span of a mere two pages, you're going to be blown away by Resident Evil's two huge secrets. Sit down (even if you're at your local PlayStation software peddler—he'll understand), take a deep breath, and keep reading.



STOOPID HALL TRICKS

There are two tasty pieces of eye candy to be had in the Hall of the Mansion. Finding the first visual reward is easier than scoring with Madonna: simply open the entrance door leading back outside. You're treated to a brief animation sequence where a Cerberus tries to pounce through the door and bite your hand off. Bad dog! No biscuit!



The second visual reward is a little less spectacular, but still neat to see. Start a game as Jill, and play through the beginning until you return to the Hall and Barry suggests you search the Hall. Stand in place and wait for Barry to walk directly in front of the "camera," giving you an excellent view of the graphic detail on his face and outfit.



THE SPECIAL KEY

When you finish Resident Evil with Chris or Jill—and if you're using this book, you'd need to try hard NOT to finish the game—you get to view the ending credits, followed by a screen showing the length of time it took to finish the game and the number of times you saved. After that screen, yet another screen appears, displaying the "Special Key," and showing the Mansion's Wardrobe in the background. You even get to save the game.

When you load this “special” game, you start at the beginning of the game, but with the Special Key in your inventory. Play through the game until you reach the Wardrobe room, and use the Special Key to open the door into the Wardrobe Closet. Walk to the end of the Closet and press the ACTION button to find another garment. Put it on for a wild reward—your character changes into a fancy new outfit. Chris wears a bomber jacket with an interesting message on the back, while Jill takes off her stylish beret (revealing a trendy hairdo) and dons a midriff-revealing top and blue jeans.



THE SPECIAL ENDING

As mentioned above, Resident Evil keeps track of how long it takes you to play through the game. Is there any particular reason, you wonder? Dang straight, I reply. If you finish Resident Evil in three hours or less, after all the normal ending screens have appeared, the screen goes black and a rocket whooshes across your TV. What the hey? Save the game and load it again. You start at the beginning of the game, but with the Rocket Launcher in your inventory. Take a close look at the ammo number—it's the symbol for infinity, meaning that you can shoot the Launcher forever and ever.



So how do you finish the game in three hours? By skipping any non-essential tasks, which is a lot of them. Avoid rooms that have nothing but wimpy ammo or documents you don't need to read. Kill monsters as quickly as possible. Avoid saving frequently, since you need to backtrack to the nearest Typewriter. Hold the RUN button down at all times. Do only what's absolutely necessary to finish the game: obtain the Mansion Keys and the four Crests, kill Plant 42 in the Guardhouse and get the Helmet Key, take the Battery from the Mansion Library, and so on. Finishing in three hours is easier with Jill, since she has better weapons and more inventory slots, so try it with her first. Good luck, may the Force be with you, etc.

RESIDENT EVIL

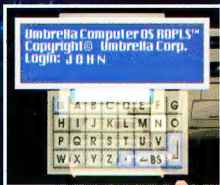


THE OFFICIAL STRATEGY GUIDE

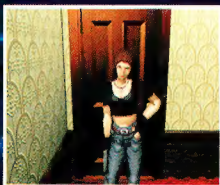
COMPLETE WALK-THROUGHS FOR CHRIS AND JILL!



SOLUTIONS FOR EVERY PUZZLE!



SECRET'S GALORE!



\$12.95 USA
\$13.95 Canada

ALL ENDINGS REVEALED!



Here it is! The official guide to the hottest PlayStation title of 1996, Capcom's Resident Evil. This full color, 148 page collector's guide is an indispensable tool for the player as he embarks on this absorbing gothic adventure. With complete walk-throughs for both Jill and Chris and solutions to the toughest puzzles, both the novice and expert players alike will find this book to be required reading in beating back the horror that lies within this demon-infested, 100+ room mansion. In addition, we have included a detailed items list, maps of all the major areas in the game, secrets, original artwork and a pictorial exposing the game's endings. Written by Zach Meston, whose list of video game publishing credits includes over two dozen dedicated game guides and editorial credits in PSExtreme, Wired, Video Game Advisor and Video Games, Resident Evil: The Official Strategy Guide leaves almost nothing to the player's imagination and guarantees that you will conquer the world of Capcom's Resident Evil!



THE ONLY OFFICIAL **CAPCOM** GUIDE TO RESIDENT EVIL!



DIMENSION
PUBLICATIONS

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

**People interested in helping out in any capacity,
please visit us at www.retromags.com.**

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!

